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A MAGAZINE WITH *ATTITUDE*

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We risk everything to bring you ESSENTIAL INFORMATION on the sequel to *Frontier!*

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1

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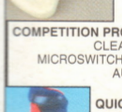

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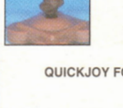

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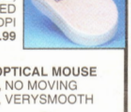

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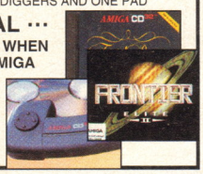

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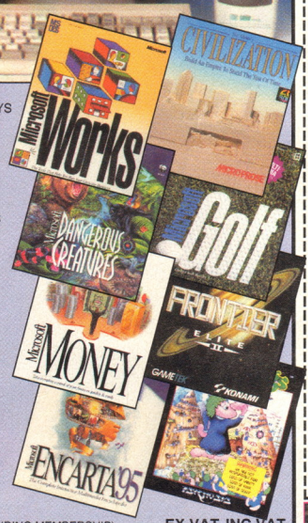

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AMIGA POWER

ISSUE 48 APRIL 1995

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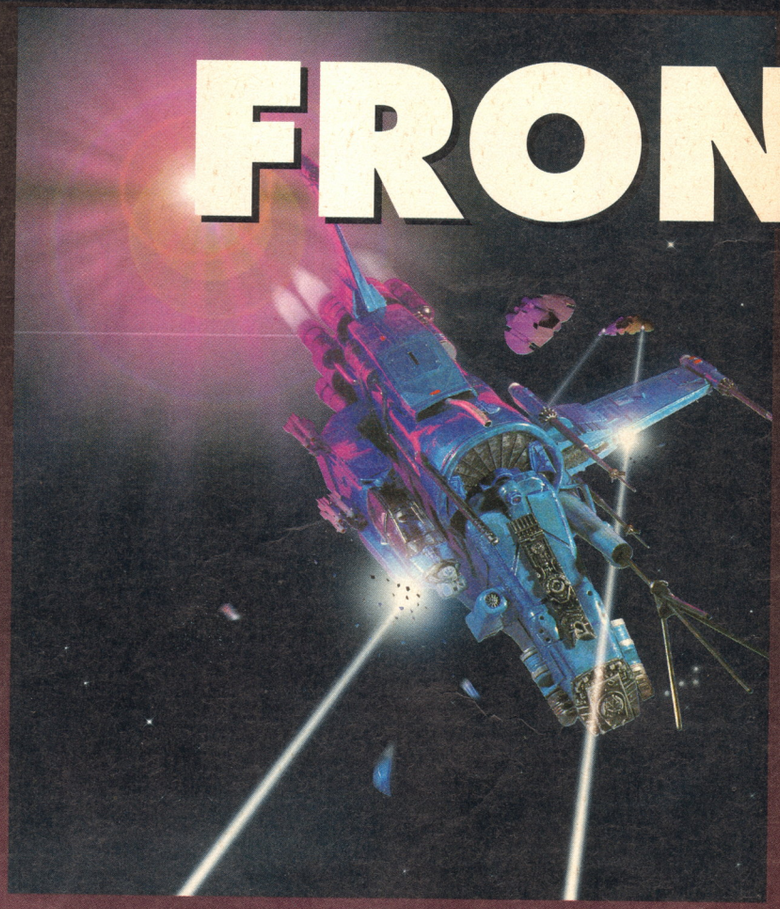
83 THE BOTTOM LINE
Definitive, derivative, dirigible, dill pickle, *D-Day*, dastardly, Denis Diderot. Some of these words are to be found in the unquestionably authoratitive games listing of The Bottom Line. With a supporting vocabulary of nearly dozens.

88 THE GARDEN THAT TIME FORGOT
Another spectacular trick photograph spoiled by your illiterate messages.

FRONT



SKIDMARKS 2

Could this possibly be the Eight-player Cow Game Of Champions we have awaited for months? Or what? Page 30

ATR

"It looks possible that we'll soon be able to completely forget about poor old *Overdrive*," we said in our preview. But, it appears, Team 17 have done so already. Page 34

SUPER LEAGUE MANAGER

We don't understand football management games. We give them all to Steve the Prod Ed and he tells us what they're like. Just as he's done with this one. Good old Steve. Page 40

AKIRA

The game of the cartoon film of the comic of the overstressed spelling of the word 'explode'. Are our fears to be excitingly allayed that the publishers of *Total Carnage* have once more cretinously destroyed a dream licence? No. No, not at all. What a ridiculous question. Page 36

JONATHAN NASH WOULD JUST LIKE TO SAY: "Don't insult my indulgence."

SUE WOULD JUST LIKE TO SAY: "Oh what a lovely morning!"

NICK LEESON WOULD JUST LIKE TO SAY: "Twist. Twist. Twist. Stick. I bet £400 million."

JONATHAN WOULD JUST LIKE TO SAY: "I bet this never happens to Tom Cruise either."

STEVE F WOULD JUST LIKE TO SAY: "Johnny come home."

OVER 91

YEARS OLD AND HE'S STILL ALIVE. DAMN HIM.

NTIER 2

First there was the BBC A, and then there was another one of it. And then David Braben wrote *Elite* on it, and then he did another one of that one. And now there is an examination of the one after that one. Page 18

SWIZ

***Sensible World Of Soccer* – rotten with miserably shoddy bugs, or right all along? WE ADJUDICATE. Page 24**

SHADOW FIGHTER PLAYING GUIDE

Unike 'other' 'guides' (Gremlin's, for example), we've taken the trouble to 'be' Pupazz. Page 54

REVIEWED THIS ISSUE

APRIL 1995

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PAUL WOULD JUST LIKE TO SAY: "I'm off to Boston."

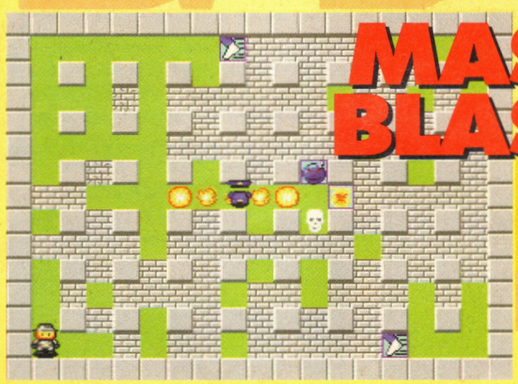
CAM WOULD JUST LIKE TO SAY: "Why doesn't bandana-wearing carry the death penalty?"

disk 48

Clinging insecurely to AP48 are two disks. Crushed by guilt, fearful of an uncertain future, but with so much to offer, they would weep with relief were you to sample even just one of the many fantastic demos and games with which they are filled.

INTRODUCING DISK 48

After a few minutes of playing our spectacular demo of *Super Loopz*, you'll probably be wishing that life could be as neat. If only it was simply a case of waiting for the right shaped piece of 'loop' to appear, slotting it into position and watching the completed 'loop' disappear, with your score being adjusted appropriately. Unfortunately, it is not.



In the real world, you do not have the luxury of a limitless supply of small bombs that can be used to clear obstacles from your path with no thought to the consequences. In *Master Blaster*, you do.

***Tan("K" – Ed)* is a battle for survival, in which you must think of nothing but yourself as you strive to conquer all. It's a bit like an old Atari VCS game, but better.**

We were unimpressed by this tarted-up version of *Gravity Force 2*, but would worry terribly were you unable to try it for yourself. And the music's quite good.

PLUS! SPACE WAR & MEGA SQUAD

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 48, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we will die.

disk 48

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

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- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just feed them to the neighbour's dog. So send them to Discopy. Please.

Author: Audiogenic A1200

Arcade puzzle games (good ones at least) are marked by two peculiar yet contradicting themes – they're addictive and yet they're completely pointless. In arcade games you know you've got to shoot the aliens because if you don't, they'll shoot you, and this is invariably justification enough, but in *Super Loopz* you've got to create vast and complicated loops out of pieces of pipe just, well just because you're told to.

There's a time limit on how long you can faff about indicated by the tube at the top, and each time you blow it, you lose a life. Joystick control's a bit fiddly at first, but after a game or so, it's fast and easy. FIRE and RIGHT turns the piece through a right angle, joystick directions move the piece around the playing area (obviously) and FIRE and LEFT places the piece.

Completing a loop removes it from the board, so it's up to you whether you risk making huge loops or go for numerous small ones. The only piece you can place a piece over an existing one is the extremely rare green one, which will remove any unfinished loop that it touches.

Whenever you make a full loop the apes hoot and holler in the background. This, apparently, is by way of encouragement.

ROCKETZ

Author: The Farm A1200

Although we were somewhat critical of *Rocketz* (AP47, 61%) in the review, we thought it was only fair that you could try it yourself, if only to prove that we are ALWAYS RIGHT.

The line of dots running across the middle of the config screen shows your credit, which you can spend on boosting your fuel, shields and so on (the red bars in the left corner) or bigger weapons from the green screen. Choose a one player game by making player one the CPU on the PILOT option, and alter the control method by toggling through the keyboard/joystick icons.

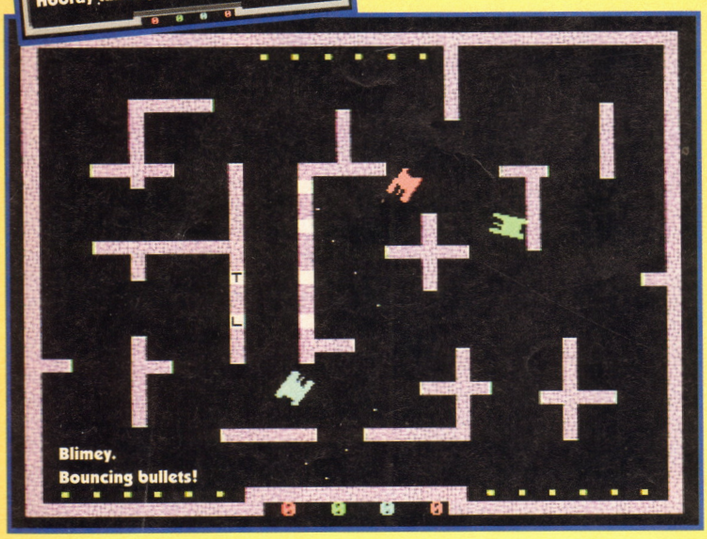
Based (as is seemingly the trend this month) on spaceships, you can either whizz clockwise round the course following the little arrows, or just shoot at each other. Passing the start triggers the clock at the bottom of the screen, so you can race around to see who can get the fastest lap.

TAN ("K" – Ed)

Authors: Kentucky Periscope Koljonen, Telescopic Lindstrom, Jam Paijanen

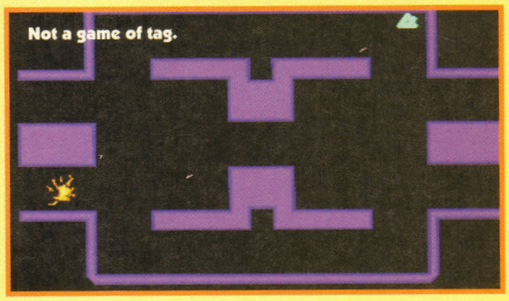
Despite the ominously extended name, *Tan("k" – Ed)* proved to be the surprise office hit of the month. Looking suspiciously like the tank games from the Atari VCS Combat cart, the game throws you into one of four mazes with your mates and sits back to see who'll survive. The trick's to work out the angles for the bouncy bullets and then pour a stream of indirect fire into your hapless foe without ever coming close to anyone.

The numerous options are superbly flagged so that even the most imbecilic player could understand them, so we'll waste no more time or space on furthering your education, and merely suggest you play this. Immediately.



MEGASQUAD

Author: Clay Hellman



As we gleefully gathered round the office Amiga to "rigorously playtest" this month's selection, JD pointed out that you're onto a bit of a loser with us this month if you're a real Norman No-Mates, because most of the games need someone to play against. We being naturally gregarious folk favour multi-player games, and hey, here's another.

You can play it in two modes, but by far the best one's tag, where you're "it" until your opponent ticks you back. As long as you're "it" then your clock keeps ticking, and if it gets to the set time, then you've lost. We found the time setting of 200 to be a bit long, so try 100 for a fast game.

The other mode's duel, where you've got guns and try and blast each other. This is pretty much standard fare, but the fearsome thrust/ inertia routines add a bit of spice as you struggle to get round those tight bends.

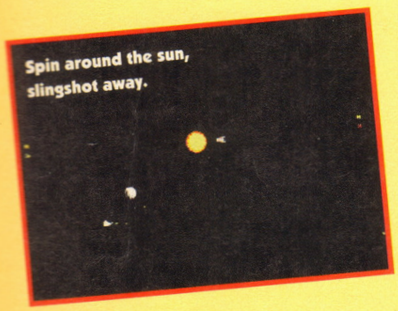
READ THIS EXTREMELY IMPORTANT BOX

We hear your criticism, and we listen to it. For instance, many people with standard machines moan about our A1200 demos on the coverdisk, and while we think this sort of thing is mainly sour grapes, we're prepared to make a concession to them. For one month only, we've made it difficult for A1200 owners by putting on two games that won't work straight away. All A1200 owners wanting to play *Master Blaster* or *Mega Squad* have to hold down the mouse buttons as the machine boots, then change the chip set to ORIGINAL and disable the RAM CACHE before telling it to BOOT.

If they don't do this, both games will crash, and if they think the disk's broken and send it back without reading this box, we've authorised Discopy to go round to their house and poison their pets. Such is the omnipresent and unfailingly harsh wrath of AMIGA POWER.

SPACE WAR

Authors: Jeff *(Petkau? Delham? – Ed)* and Brian *(Jehdrau? Jethrow? – Ed)*



If you've not noticed the spaceship theme to this month's disk demos tying into our *Elite 3* preview, then here's the clincher. David Braben's fastidious obsession with the physics of the universe is paid homage to in this version of the original grandpappy of all video games.

The trick's to go with the gravity from the huge sun and slingshot past it rather than fighting against it and getting sucked in, but if you feel that the gravitational pull's excessive, then move the mouse up to the top of the screen for a myriad of pull-down menus. Oh, and press HELP to get rid of the intrusive screen messages.

MASTER BLASTER

Author: The Alpha Brothers

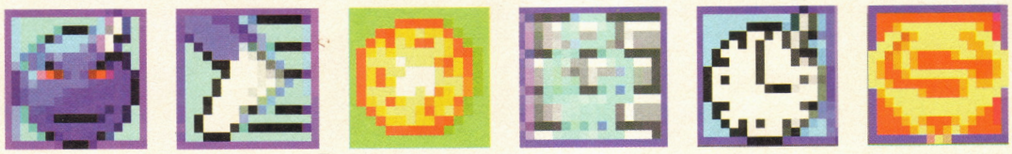
We've been "surfing the Net" this month you know, thanks to the new system installed into our Apple Macs by Future's legendary Israeli ex-tank commander Avi. *(All this is true. – Ed)* As you'd imagine, the future of communication's by and large pathetic, but hidden amongst all of the dodgy "sniff.my.handbag" and tedious "teen babes.swimsuit.photo" addresses, there are one or two interesting locations and even a few useful ones. Such as an Amiga games section.

Gleaned from literally thousands of moronic SEUCK and dawdling AMOS games is *Master Blaster,* a game that's almost, but not quite, as brilliant as that seminal Ubi Soft classic *Dynablaster.*

The idea's so simple that wolves, owls and even small insects or monocell protozoa could relate to it – survival of the fittest. Armed only with an infinite supply of bombs, you've got to run around the maze and blow everyone else up, so that you're left as the victor. Alternatively, and this is a tactic that frequently works, you could just sit in your corner and wait for everyone else to kill themselves.

Although billed as a five player game, it seems that you need a joystick expansion for players four and five, and if you've got one of those, you've probably got the original *Dynablaster* anyway, so most people will be restricted to two joystick and a player using the arrow keys.

Anyway, here are the power ups that materialise as you blow up blocks, so now that we've provided instructions and the game, all you have to do is rustle up some friends to destroy. Let the bombfest begin.



BOMB: Adds another bomb to your arsenal.

FEET: Speed up. A couple are more than enough.

SUN: Makes each explosion go an extra square.

TELEPORT: Teleport to anywhere. Press fire to reappear.

CLOCK: Delay explosions. Hold down fire until you want it.

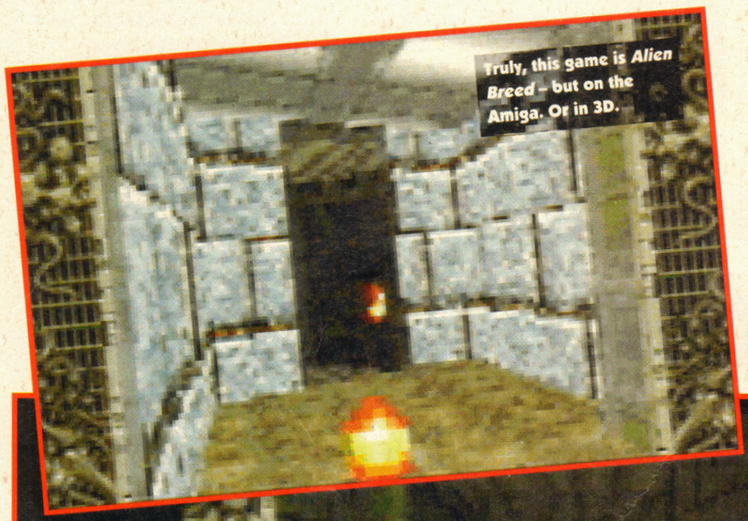
SUPERMAN™: Lets you push single blocks out of your way.

TRUE STORIES

Like cobwebs, we conceal ourselves amongst the scenery and snare small, airborne pieces of news. Wriggling helplessly, they succumb to our analysis.

ALIEN BREED 3D

"Oh, you guys," grins AP reader Roy Nesbit of Crewe, killing himself. And then, suddenly...


Truly, this game is *Alien Breed* – but on the Amiga. Or in 3D.

Runs on: A1200, CD32
Publisher: Team 17
Author: Andy Clitheroe
ETA: May

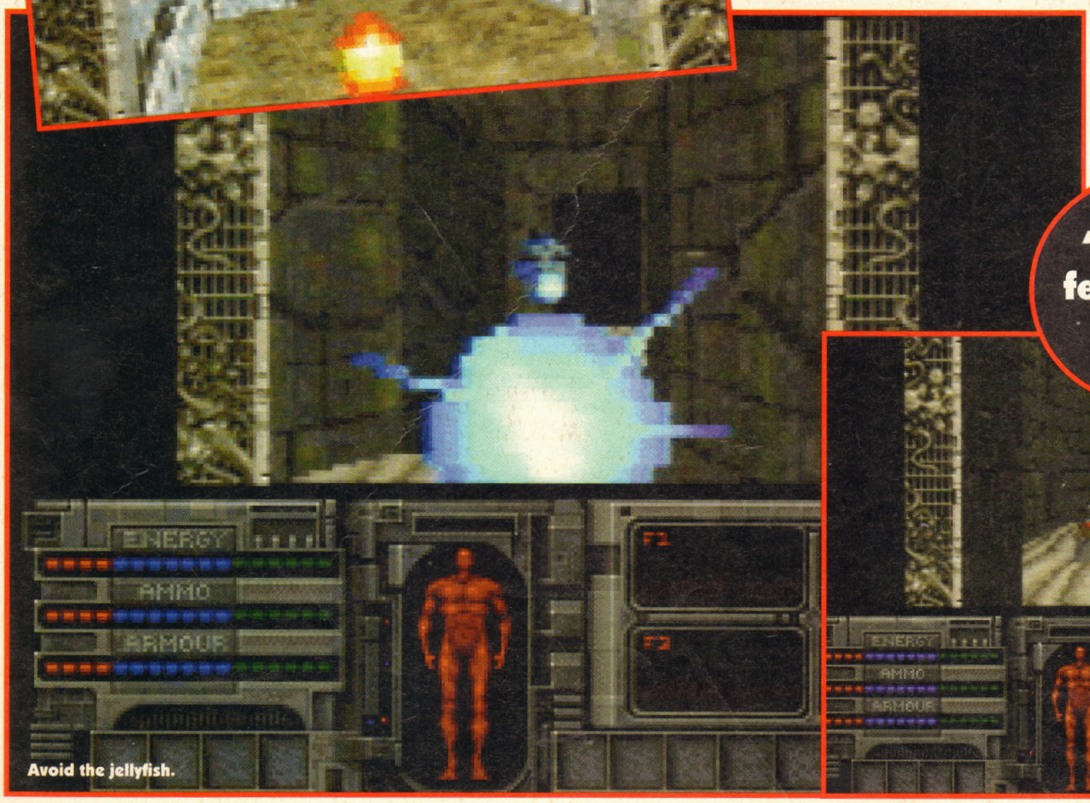
AMIGA POWER PREVIEW

Great Scott. It's *Doom* – but on the Amiga. Team 17 first secretly showed us *Alien Breed 3D* about a year ago. Except it wasn't *Alien Breed 3D* then, it was just a sort of scrolling maze that they'd been sent by Andy Clitheroe, a Maths/Computer Science student at the University of York, and were rather impressed by. At the time they weren't sure whether to try for the official *Doom* licence, or turn it into an *Alien Breed* game, or simply forget about it altogether. They were visibly confused.

Since then great things have happened. The *Alien Breed 3D* plan has been settled upon once and for all. One of Team 17's graphic artists has been brought in to add aliens and robots, and huge rocket launchers that go "Zwooosh... Blam". And levels have been designed and packed with every feature conceivable by human beings.

"I think what makes my version of *Doom* a bit more pleasing than previous ones is the inclusion of everything you find in *Doom* plus a few more bits and bobs like the water,"

"Plus a few more bits"



Avoid the jellyfish.

A futuristic sewing machine – that's our guess.

boasts Andy, the programmer. "You've got a proper bobbing motion when you walk (which goves your eye a bit of parallax motion when you walk), stairs, lifts, varying roof height (so you can have low, claustrophobic corridors or huge, ehoing caverns, both improving the atmosphere of the game). Did I mention the water?"

No.

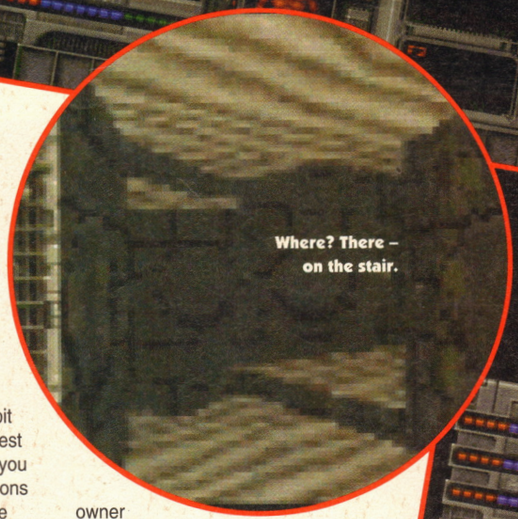
"Things stand in it properly, you know. And ripple. And it's texture-mapped, too."

But there's more. We've seen loads of attempts to create *Doom* – but on the Amiga, most of which we've told you about. You know, things like *Death Mask* and Grandslam's *'Wolfenstein'*, and a variety of PD versions. But they've all been severely compromised, either by having the action take place in a tiny little window in the middle of the screen, or moving about jerkily. We had begun to fear that, try as it might, the Amiga would never quite be able to manage a full-blown *Doom* clone.

We therefore stood aghast as Team 17 showed us *Alien Breed 3D*. The graphics don't fill up the whole screen by any means, and they're a bit chunky, but they're by far the smoothest moving we've seen, especially when you consider all the monsters and explosions and staircases happening at the same time. Unlike in *Death Mask*, you've got full 360° movement, and the screen whirls around speedily when you flick the mouse. It really does look like *Doom*, and you could probably show it to the owner of a £4,500 PC without having to feel embarrassed.

This chap rather fancies your gun. You can tell because he's green with envy.

F1, F2, F3 or, indeed, F4.


Where? There – on the stair.

There's even a garage.

We are impressed.

Doom isn't just about flashy 3D graphics, however. Just as important is the way you can network two PCs together and pursue a pal about the place. This, too, will be possible in *Alien Breed 3D* if you fix up a serial link. And, happily, Team 17 are arranging it so that, rather than having to buy two copies of the game like you normally do on these occasions, you'll be able to run off a copy of your disks for player two. All credit to them.

Further impressive boasts are made for the game. The aliens are said to be intelligent, tracking you down by listening to the sounds you make. And we're told to watch out for "real-time inverse-kinematic objects". We've no idea what this means. But syntactical analysis suggests that, if "kinematic" means "moving", then "inverse-kinematic" presumably means "still". We therefore have "real-time still objects". If something is still, however, it doesn't matter whether it's real-time or not, so the "real-time" can be considered redundant. This feature can therefore be simplified to "still objects" or, indeed, "objects".

Alien Breed 3D has objects in it.

Our only worry, having been none too impressed with the last Alien Breed game, *Tower Assault*, is that Team 17 really will be tempted to turn the game into a 3D version of *Alien Breed*, reproducing not only the frightening aliens and tense atmosphere, but also the frustrating dead ends, absurd radioactive rooms, unkillable alien generators that spill out aliens randomly as you're running over them and so on. Andy is happy to reassure us that this will not be so.

"I'm not putting in anything which would annoy me if I was playing it, and I get annoyed with games quite easily. I don't like time limits on levels I haven't seen before, for example, so the only way I'd consider putting one in is if you had to go through a level, do something which started the clock, and then get back before your time ran out. I probably won't bother with radioactive areas and I want to make each level as exciting as possible so pointless dead ends are pretty much out as well. If you find a dead end, look for secret passages!"

He's on our side.

● *JONATHAN DAVIES*

Shockingly, your control panel reveals you to be naked.

Roland the Robot guards his Red Cross parcel jealously.

GLOOM

Runs on: A1200
Publisher: TBA
Author: Mark Sibly
ETA: Soon

Eagle-eyed players of AP46's *Skidmarks 2* demo will have spotted a game called *Gloom* buried deep within the "Read me" message. They may have wondered if this was perhaps cryptically referring to yet another potential version of *Doom* – but on the Amiga.

Yes! It was. *Gloom* (probably just a working title) is being programmed by Mark Sibly, the New Zealand-resident hero who put together *Guardian, Overkill* and also *Blitz Basic 2*, which was used to develop *Guardian* and *Skidmarks 2*. Mark's not absolutely sure what he's going to be doing with the game at the moment – whether he'll be publishing it through Acid or looking elsewhere. (So take note, any software publishers lacking their own version of *Doom*.) But it's almost finished and just needs a few more levels designing and some music and sound effects putting in.

We've been playing a three-level demo of *Gloom*, and have found it to be enormous fun, although rather closer to *Wolfenstein* than *Doom*. You can alter the size and detail of the display, but even with everything turned up to maximum and the picture filling the whole screen it moves smoothly.

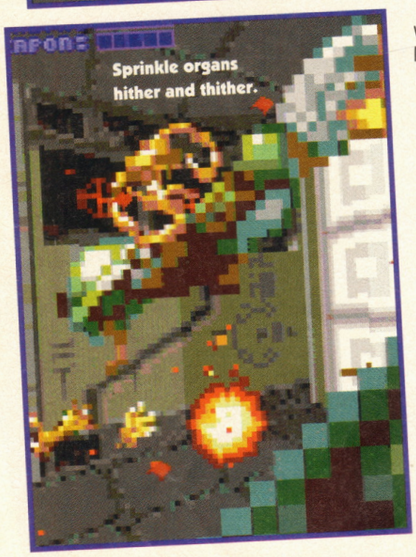
You've got a powerful laser cannon which can be upgraded in five steps (there don't seem to be machine guns and flamethrowers and things, unfortunately), and baddies swarm all over the place for you to shoot. When they die they explode superbly, scattering limbs and bits of innards all over the place. Extra fun is provided by openable doors, switches, teleports, and fiendish tricks like hiding baddies in the lift that you need to use at the end of the level, just like in *Doom*.

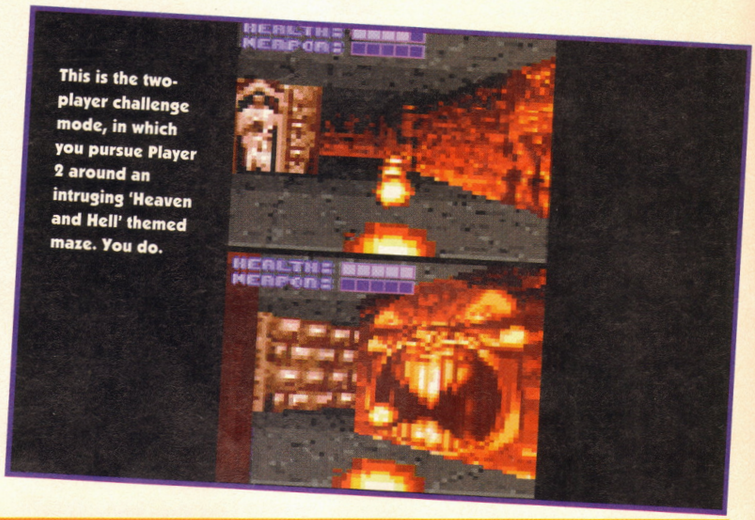
There's a split-screen two-player mode, too, which can be played either co-operatively or as a head-to-head battle. The latter is spiced up by the sneaky design of the levels, which give you lots of little corners to hide in, and a range of pick-ups that let you do things like looking through walls and turning invisible.

"This is more akin to *Extreme Violence*, or Atari's old tank games and is awesome fun," reckons Mark, although we'll be suggesting he includes a serial link option like the one in *Alien Breed 3D*.

It's a bit early to say which'll be best out of *Gloom* and *Alien Breed 3D*. *Alien Breed 3D* seems to have the more sophisticated level designs, with its staircases and things, but the baddies do explode really well in *Gloom*. We'll just have to see, eh?

● *JONATHAN DAVIES*





BRUTAL

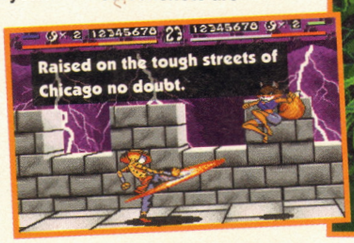
Runs on: A500, A600, A1200, CD32
Publisher: Gametek
Authors:
ETA: June

Just as low-quality American cartoons of the late 1980s would end with a "moral message" (after narrowly escaping from the evil Dr Doom, the cute puppies would gather round and one of them would say, "Gee, Snuggles, I figure we'd never have done it if we friends hadn't stuck together and helped each other out, which after all is what friends are for" and another would reply, "Sure, Chips, and we should also always be sure to do as our moms and pops tell us, probably"), Gametek claim that players of *Brutal* will "benefit more from identifying with 'Kung Fu Bunny' and his quiet wisdom than from the blood-thirsty characters in current 'beat-'em-ups' which are a cause of concern to many parents". Phew, eh?

It's cartoon-style game, appropriately enough, so characters get humorously flattened and stretched about. A number of true beat-'em-up innovations are promised, including an eight-player tournament, an action replay facility, and a system whereby you start off with a limited number of moves and then earn new ones as you attain higher belt grades.

Gamesmaster magazine's review of the Mega-CD version (penned by crudely-reanimated ex-AP staff writer Tim Tucker) thought the game worth just 40%, complaining that it was sluggish and unplayable, so we'll have to hope the Amiga conversion makes significant improvements. But we've seen nothing so far apart from these PC screenshots. And remember, kids: reviews of Amiga games based on PC screenshots are the refuge of scoundrels. And it's who you are that matters, not what other people think of you. Or something.

● *JONATHAN DAVIES*



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WORMS

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Team 17
Author: Andy Davidson
ETA: Autumn

We've brought you news of *Worms* in the past, suggesting that it would available in the shops shortly. But since then the game has grown into something beyond Team 17's original expectations. They now believe *Worms* will be so spectacular that, rather than releasing it straight away, they're holding it back until the autumn when games traditionally attract more attention from chilly, house-bound Amiga owners. It will then be released amid a publicity campaign of devastating proportions, perhaps rivalling even that of *Rise of the Robots* itself.

The version of *Worms* we were shown this month, despite being in such an unfinished state that it probably wouldn't be ready until the autumn anyway, allowed us to see more clearly its promised blend of *Lemmings* and *Cannon Fodder*.

Although actually, to me it looked more like a sophisticated evolution of *Scorched Tanx* from AP41's coverdisk. Imagine, if you will, a randomly-generated landscape, like the ones in *Scorched Tanx* only more intricate, with trees, bridges and other obstacles. Now mentally litter it with worms, equivalent to the 'tanx'. There can be up to 16 of these, split into four teams of four and each controlled by a separate player. Each player now takes it in turns to control his worm, attempting to eliminate all the other worms by shooting at them with a variety of weapons.

"More intricate with trees"

A tense stand-off between J Nash and Lisa. Or are they, in fact, aware of each others' existance?

A fierce battle is about to begin between Amiga Format, AMIGA POWER and 'Kelly'. This is why everyone is on 100.

Weapons? Yes. Their numbers keep multiplying as Team 17 think of new ones, but the list currently includes grenades, dragon punches, bazookas, cluster bombs, homing rockets and Uzis. The use of each weapon is accompanied by a neat animation (the worms are tiny, so everything happens in miniscule detail) and a comically-high-pitched sound sample.

All is laid bare by...

THE DISSEMINATOR

AMIGA POWER TELLS THE TRUTH ABOUT GAMES. We are not afraid to reprint the scores we have given in previous issues because WE ARE ALWAYS RIGHT. This THE DISSEMINATOR does, along with the scores of our supposed rivals. Study it closely, comapre it with your own experiences of games, and perhaps identify DISTASTEFUL PATTERNS. Then save yourself £7.94 each month.

	The One	Amiga Action	AMIGA POWER
Aladdin	92%*	92%	86%
All New World Of Lemmings	89%	87%	50%
ATR	85%	88%*	38%
Dawn Patrol	–	80%	80%*
Dreamweb	85%	92%*	24%
Jungle Strike	86%	90%	77%
Kingpin	78%	84%	47%
The Lion King	77%*	93%	59%
Rise Of The Robots	59%	92%	5%
Sensible World Of Soccer	90%	95%	95%
Shadow Fighter	91%	90%*	91%
Skeleton Krew	44%	91%*	59%
Tower Assault	86%	91%	46%
Valhalla: Lord Of Infinity	81%	94%*	19%
Valhalla: Before The War	44%	94%	19%

* Illustrated on the cover of the issue it's reviewed in, possibly as an 'exclusive'.

BE THANKFUL

If, that is, you are honoured in the list of AMIGA POWER competition winners below. If not, be better.

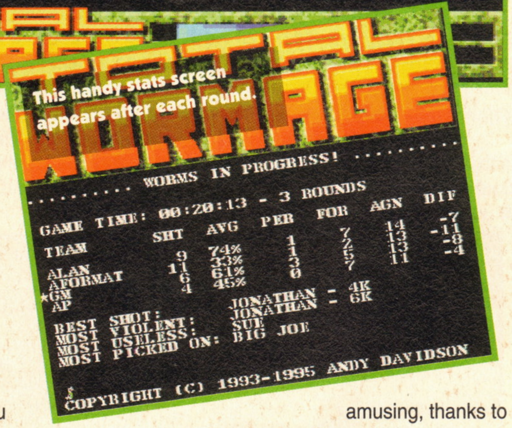
THERE'S A SHIP LIES RIGGED AND READY IN THE HARBOUR COMPO

Asking you to list the 17 songs which would form your ideal music compilation in AP45 revealed more disturbing facts about AP's readership than any official survey we've ever run. A few entries shone through, however, and a huge pile of Team 17 games, along with every game they release during 1995, will be sent to Matthew Sayle of Biddulph Park. A small selection of Team 17's wares also goes to Laurence Browne of Luton, Richard Dixon of Huddersfield, Jonathan Bopp of Switzerland, Dave Brown of North Shields and Carol Doherty of Harrogate.

AN ANAGRAM? THAT'S HARDLY IN THE INNOVATIVE TRADITION OF AMIGA POWER COMPETITIONS COMPO

If you were hoping to win one of the ten *Marvin's Marvellous Adventure* T-shirts we were giving away in AP43, you'll be disappointed. Unless, of course, your name appears in the following list: Viceroy Arcas of Ramsgate, Deepak Thuse of Streetly, Jeff Anderson of Tasburgh, Philip Bell of Newcastle Upon Tyne, Oyster Casey of Peterborough, Richard Crass of Hull, Oliver Baker of Oswestry, Giles Keith of Birmingham, Ruth O'Donnell of London and Paul Barker of Nottingham.

Ignore the 'Total Wormage' logo at the bottom of the screen. It is incorrect.



This handy stats screen appears after each round.

Alternatively, rather than using your turn to attack other worms, you can spend it positioning your worm somewhere more advantageous – another advance over *Scorched Tanx*. Worms can run and jump, and also use Batropes, bungees, tunnelling equipment and teleporters. The reason you might want to do this is that, for example, bridges are terrible places to stand because, if they get hit, you may end up falling in the water and dying, while trees provide excellent cover.

First impressions, then? It's a multi-player game, which is always good, especially with the networking facilities Team 17 are promising to include. It's amusing, thanks to the comical animations which accompany each weapon, making it rewarding when you do score a hit.

It's cute too, although the squeaky cries of "Oh no!", "Look out!" and "Boring!" may eventually incite certain members of AMIGA POWER to violence beyond the scope of the game itself.

● ***JONATHAN DAVIES***

SCANDAL

There were cheery smiles all round at Sheffield's Meadowhall Oasis shopping centre this month when TV's famous Hunter, from the Gladiators, made an appearance to endorse Gremlin's fantastic beat-'em-up *Shadow Fighter* (AP46 91%). And much innocent fun was had as members of the public, such as the comically-bespectacled individual in our photograph, grappled with Cute Tiger Girl, Hat Geezer and the macabre Pupazz.

This, at least, is what Gremlin wish you to believe.

But AMIGA POWER's network of informers can reveal that behind this seemingly innocent publicity stunt lurks an altogether more sinister story. Hunter, it turns out, was rushed to the scene at the last minute when Gremlin's original choice, the more appropriately-named Shadow, was cited by the popular press in allegations involving THE MISUSE OF *("RUGS" – Ed)*. Be appropriately outraged, parents and guardians.

LET THE VOICE OF ODDIE BE HEARD – AGAIN!

Meanwhile, the patience of A1200 owners awaiting the AGA-specific version of *Shadow Fighter* (AP46, 91%) has been rewarded, vaguely disappointingly, with a game of solely cosmetic changes. Continuing the tradition of looting ideas from previous biffum games the programmers have changed the colours of the characters' outfits, added layers of parallax scrolling and generally made everything look slightly sharper. Oh, and (for some inexplicable reason) the 'special moves' for a few of the characters have been changed. And it's hard drive-installable.

As with the A500 version, Gremlin haven't set a 'recommended retail price' but deduce confidently you should expect to pay about £25. A fair price for the Beat-'em-Up of Champions, the CD32 incarnation of which, incidentally, is expected in March. We predict epicedial music.

Shadow Fighter A500: "AP46, 91%"

Shadow Fighter A1200: "Slightly sharper"

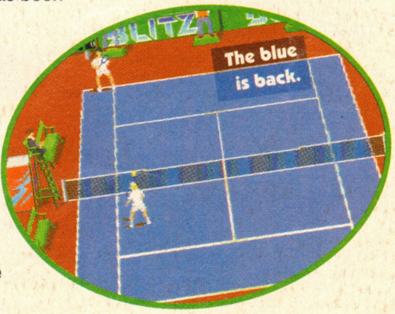
THE RALLY COMPETITION WITH NO NAME

In AP44 we set you perhaps your toughest challenge yet: to construct a model car without using any ready-made components which we would then roll down a ramp, awarding a fantastic day at a rally school in Wales courtesy of US Gold to the entrant who's car went the furthest. Despite this, competition was fierce, with some really quite bizarre entries. After extensive testing, we decided to award the first prize to Rogero Jean-Michel, a Frenchman who's currently a student in Glasgow. His curious-looking entry, constructed from one of AP44's coverdisks and some cotton buds and things, proved to have a surprisingly low rolling resistance and went for miles. Among the runners up, an honourary mention goes to Jason Cook of Colchester, who clearly spent hours lovingly constructing an exact replica of a Lancia Delta HF Integrale rally car, tragically losing because he failed to observe the rules and used the wheels from a model kit. The rest, who also each get some *Powerdrive* bits and pieces, are: Frank Evans of Bootle, Donald Ashmead of Portsmouth, Bill Davidson of Norwich, Turnpike Wills of Newport, Tim Dickinson of Liverpool, Darren Taylor of Edinburgh, Karen Green of Warminster, Mike Lonsdale of Reading and Thomas Cole of Rochdale.

We're impressed. Well done.

CHANGE BALLS

Following our preview of the splendid-looking tennis game *Center Court* last month, we're pleased to hear that the four-player mode has been successfully implemented by the game's mysterious German programmer. Endless multi-player fun is now a virtual certainty. There are also rumours afoot that Codemasters have taken an interest in *Center Court*. They've currently got the rights to the Pete Sampras licence, and they've been looking for a game to attach it to. If they're reading this, which they surely are, then we'd recommend they go ahead – as long as it doesn't mean we have to wait ages for the finished game.



The blue is back.

AMIGA POWER RECOMMENDS

These are the games we have been playing the most this month. We suggest you do the same.

GUARDIAN

(AP47 90%)

The Game of Champions has sustained a few compromises in being transferred from the CD32 to the A1200 – a slight thinning out of the graphics, a tricky mouse control option and no music – but makes up for them with far-superior packaging and simply being such a fantastically exciting game in the first place. Truly one of the Amiga's finest shoot-'em-ups, and a game YOU MUST BUY.

BLOODNET

(AP47 90%)

Bloodnet surprised us greatly last month, transcending the replacement of the PC CD-ROM version's speech with text, thanks to a rivetting plot, cunningly devised puzzles and a well crafted atmosphere. Jonathan Nash, we're sure he won't mind us revealing, devoted over a week and a half to his review of this game, largely because he was unable to stop playing it.

SHADOW FIGHTER

(AP47 91%)

Shadow Fighter is the game that proves that a) beat-'em-ups can be fun, b) they can be fun on the Amiga, and c) they don't have to be conversions of tediously over-promoted coin-ops. *Shadow Fighter* has its own collection of unique characters and moves, an intuitive control system and fantastic graphics. And it really is enjoyable in a way that things like *Body Blows* and *Mortal Kombat 2* somehow fail to be. Another game which you must buy, for YOU HAVE NO OTHER OPTION.

GRAVITY FORCE 2

(AP39 coverdisk)

Ah yes. We've been playing *Gravity Force 2* again a great deal recently, the reason being that we've been evaluating – wait for it – an AMIGA POWER special edition of this, the greatest two-player game ever devised. It's got a long list of great new features, including remote-controlled bombs and gun turrets defending the bases, and it'll be appearing exclusively on an AP coverdisk very soon. Be thankful.

BASE JUMPERS

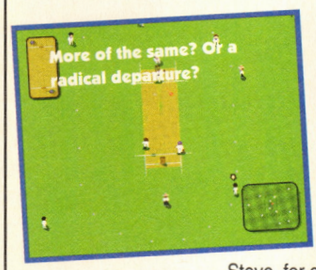
(AP47 70%)

While we couldn't honestly suggest you buy *Base Jumpers* – at £26 it's simply too expensive for what turns out to be a thin and fundamentally flawed game – we do urge you to have a go on it if you get the chance. The idea is that you and up to three friends clamber to the top of a skyscraper and freefall off the top. And that's what's so good about it.

FINAL OVER

AMIGA POWER PREVIEW

Runs on: A1200, CD32
Publisher: Team 17
Author: Alan Carter
ETA: March/April

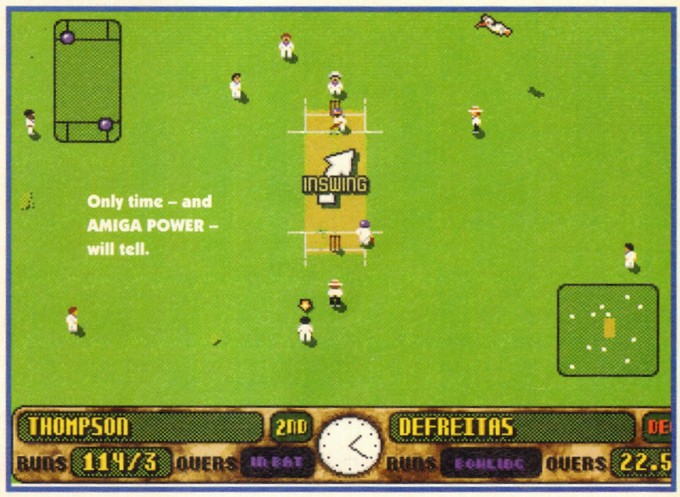


Does the Amiga really need another cricket game? Eerily, yes it does. There are only two serious contenders at the moment: *Graham Gooch*, which would be brilliant if it wasn't full of bugs, and *It's Cricket*, which we reviewed last month and found to be a bit patchy. So if, for example, Team 17 suddenly announced that they were doing a cricket game at budget price to tie in with *Arcade Pool* and *Kingpin*, Steve, for one, would be pleased.

And that's exactly what's happened. *Final Over* doesn't boast anything particularly innovative. It's got all the standard cricket game features – things like differing abilities for all the players, sampled sound effects and so on. Indeed, I got Steve to thoroughly scrutinise the list and the only thing he could find that seemed vaguely new was the way you can vary the power of hits when you're batting.

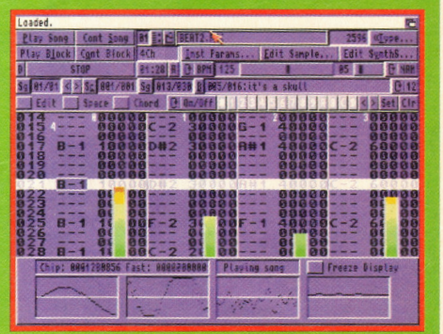
But the main thing is that if Team 17 can manage all this, and inject the results with the same sense of fun that fills *Arcade Pool* (if not, perhaps, *Kingpin*), then it'll finally be possible to play cricket properly on the Amiga. And for only £13, too.

● *JONATHAN DAVIES*



IN THE STYLE OF...

We laughed out loud on first hearing Paul Hamilton of Exeter's unorthodox entry, *Valhalla* In The Style Of a dance music track. Titled "It's a skull", it has been created using voice samples from "the Amiga's first speech adventure". The chorus goes "It's a skull, it's a skull, it's a, it's a, it's a skull", and the verses in between consist of lively and humourous exchanges between Infinity and the Prince, with a particularly good joke right at the end. We only wish you could hear it, and didn't hesitate in awarding Paul 8/10, which translates to £160-worth of games. Regrettably, however, In The Style Of's fine print does state that all entries must be Deluxe Paint readable. Although this is clearly difficult in the case of a musical composition, AMIGA POWER MUST BE OBEYED, so despite his pleas for clemency Paul's prize is reduced to just £80 of games.



Mark In The Style Of entries with your name and address and send them to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

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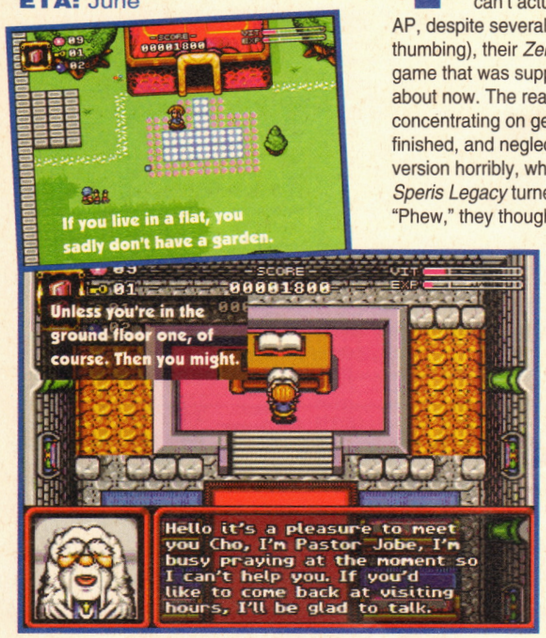
SPERIS LEGACY

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Team 17
Authors: Binary Emotions
ETA: June



Team 17 aren't now going to be releasing *Witchwood* (previewed so long ago that I can't actually find the relevant AP, despite several minutes of frenzied thumbing), their *Zelda*-like adventure game that was supposed to appearing about now. The reason is that they'd been concentrating on getting the PC version finished, and neglecting the Amiga version horribly, when suddenly The *Speris Legacy* turned up in the post. "Phew," they thought. "We'll do that instead."

Like *Witchwood,* The *Speris Legacy* is an overhead-viewed RPG/adventure closely modelled on console games like *Zelda, The Secret of Mana* and *Final Fantasy.* It's being put together by a brand new Salisbury-based programming team called Binary Emotions. In charge is Andrew Jolly, with whom I spoke.

"Hullo," he said.

I asked him why they'd chosen to begin with a *Zelda*-type game.

"Well, because there aren't really any on the Amiga. The only one that's come out recently is *Dragonstone,* which isn't very good. And besides, we really like them. We've got a SNES in our office which we play them on."

So is it going to be copied straight from *Zelda*?

"Not exactly. We've pitched it somewhere between *Zelda* and *The Secret of Mana,* but we've added refinements of our own. Conversations with other characters are based vaguely on *Monkey Island,* for example, with lists of options for you to choose from. And the puzzles are more complicated and subtle – there's more to it than just picking up objects and giving them to people."

And he speaks the truth. We've been playing an incredibly early demo of *Speris Legacy,* in which you can't do much more than wander around talking to people and killing things. Conversations are indeed *Monkey Island*-style, although we were immensely annoyed by the way that, after you've chosen what you want to say from the list, it's then repeated again on the screen before you're allowed to see the reply.

Binary Emotions certainly seem to know what they're doing. They've captured the atmosphere of the best Japanese RPGs perfectly, with neat graphics and context-sensitive music, and there seems to be no reason why *Speris Legacy* shouldn't be really enjoyable.

What's really important is the storyline, though: the game needs to unfold almost as if you're reading a book, and not go dull in the middle or anything. If they can get that right, we should witness an intense battle between this and Krisalis's similar (though currently slightly delayed) *Legends.*

● ***JONATHAN DAVIES***

BALDIES

AMIGA POWER PREVIEW

Runs on: A1200, CD32 (and hopefully A500, A600)
Publisher: Gametek
Authors: Creative Edge
ETA: April

Grammatical errors dismay us, especially the swapping of verb and noun forms when talking about, for example, film licences. Trepidation was therefore writ large upon our faces like this: TREPIDATION when further information arrived on the game we first glanced over back in AP41. Headlined 'Baldies', the blurb firmly names the game as *Baldy,* describing its object as commanding tribes of 'Baldys'.

A thunderous phone call to programmers Creative Edge resolved the situation. "It's called *Baldies,*" demystified spokesbloke Dave Wightman tremulously. "You do know it's now being released by Gametek and not Mindscape?" Of course we knew, for we are the mightiest beings ever to produce a computer games magazine. What, Wightman, has been done to the game since we last saw it?

"It's still the same," was the reply, "but better. It's hard to describe, there's so much in it. What did I say before?" "It's a kind of cutesy, wargamey, thinky, strategic, arcadey thing." "Yes, that's it.

The idea is to conquer the world with your tribe of 'baldies' by killing the other players' tribes. Your basic 'baldy', the worker, is the only type who can breed, which is how you build up your tribe. Then you can turn 'baldies' into new types – soldiers, builders and scientists – and use them in your plans. For example, the builders make new houses, which is where the worker 'baldies' breed, and the scientists invent traps. Do you remember *Spy vs Spy*?"

Oh yes.

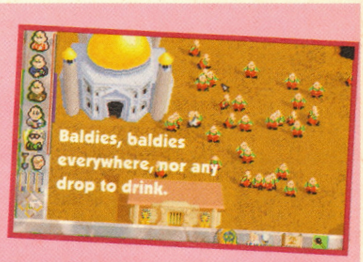
"Well, the traps are like that. Say you start off by making a landmine which can kill one enemy 'baldy'. Then, once your scientist has 'learnt' that, he can go on to make a multi-directional claymore mine, and then a huge bomb."

Sounds a bit like the evolving inventions in *Mega Lo Mania.*

"Yes. Your workers can do that as well, improving houses from the original huts up to castles. It's sort of a cross between *Mega Lo Mania, Populous, Sim City* and the ease-of-use of *Lemmings.* But better. There are over one hundred levels, set on 'themed' worlds like North Pole World, where you have to come up with inventions quickly to keep your tribe from dying of exposure. Or you can invent things to adversely affect an opponent's tribe. Or you can surround one of his castles with traps, and then drop a ferret on its roof to chase out all the workers."

Er, lovely. (But at least it's clearly not going to be a 'cute' game. Phew.) With four tribes fighting for survival, it's a multi-player game, surely?

"We're working on the network



version now. It'll probably have to be a cut-down game – the serial link's just too slow to move all the information around because a tribe can consist of thousands of 'baldies'. The same goes for the A500 version – there'll be less 'baldies' in a tribe, although you won't notice the difference. The CD32 version will have plasticine animation cutaways when you make a new invention or something, and like on the A1200 you'll be able to zoom out to see more of the map."

Splendid.

"And there are vehicles, and you can fry opponents with your 'cook cook cook' power."

Thanks.

"It's really gruesome."

No, really.

Wightman did try to send us through a demo of the game using the InformationSuperCanalRoute, but his technical knowledge easily equals ours and half of it went missing in transit. These pictures, therefore, are from the PC version. We shall examine the game proper when it arrives, possibly the month after next. And since if you tire of your 'baldies' you can drown them it's almost certain to be great.

● ***JONATHAN NASH***

TACTICAL MANAGER 2

Runs on: A500, A600, A1200
Publisher: Kompart
Author: Talking Bird
ETA: March

AMIGA POWER PREVIEW

Tactical Manager 2... yes. It's just like *Tactical Manager* which we didn't review because that was too much like *Football Tactician* which Stuart Campbell, our erstwhile game reviewer supreme and now head whip-cracker at Sensible Software, gave 61% in AP29, dismissing it in the process as 'average'. So what's new now? And should we be interested? Well, aside from the reams of cosmetic changes (more colours, icons instead of drop-down menus, small-size club logos only and a whole list of other tedious minor changes which do, in their defence, make the game a little more friendly) it claims to be A BIT harder in that the player's morale is more likely to dip as a result of being left out of the team and that computer opponents are A BIT more canny in their choice of formations and tactics.

So now you know.

● *STEVE FARAGHER*

THROUGH THE WALL

Tidying their cupboard recently, Audiogenic discovered a prehistoric (or, at least, pre-AMIGA POWER) version of *Breakout* called *Impact*. It didn't look too bad, so they've dusted it down, tacked on 48 new levels and are releasing it at some point in March. It'll cost £10, and we shall review it next month.

MYSTERY PUBLICITY SHOT CORNER

As True Stories nears completion we begin to explore the darkest recesses of the AMIGA POWER News Cupboard. Every scrap is carefully picked over to ensure that all information is fully disseminated. And it is sometimes the case that, as part of this process, photographs become separated from the documentation that accompanies them. This month, for example, we discovered a picture of what appears to be a chef, made from glass or perspex, with a silicon chip superimposed over it. Quite what relevance it might have to the Amiga we aren't sure, because it didn't seem to match any of the photographless press releases we found with it. And the same goes for a picture of a large, plastic chair containing a shop dummy crudely disguised as a crash test dummy. We assume we were sent them for a reason, however, so here they are.

TOP TWENTY CHARTS

1. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
2. FIFA SOCCER
Electronic Arts £30 ★★★
3. CANNON FODDER
Virgin £26 ★★★★★
4. PREMIER MANAGER 3
Gremlin Interactive £26 ★★★
5. THEME PARK
Bullfrog £30 ★★★★★
6. CANNON FODDER 2
Virgin £30 ★★★★★
7. MICRO MACHINES
Codemasters £26 ★★★★★
8. KICK OFF 3
Acid Software £25 ★★★★
9. SKIDMARKS
Anco £30 ★★
10. FOOTBALL GLORY
Kompart £28 ★★★
11. MORTAL KOMBAT 2
Acclaim £30 ★★★
12. CHAMPIONSHIP MANAGER ITALIA '95
Domark £25 ★★★★
13. OVERLORD
Virgin £30 ★★★★
14. COMBAT CLASSICS 3
Empire £35 ★★★★
15. FANTASY MANAGER
Anco £26
16. FRONTIER: ELITE 2
Gametek £26 ★★★
17. PGA EUROPEAN TOUR
Ocean £30 ★★★★★
18. DEATH MASK
Alternative £26 ★★★
19. LUCASARTS CLASSIC COLLECTION
Kixx/US Gold £30 ★★★★★
20 RISE OF THE ROBOTS
Time Warner £43 ★

TOP FIVE BUDGET CHARTS

1. MORTAL KOMBAT
Virgin £10 ★★★★★
2. SIMPSONS – BART VS THE WORLD
Virgin £10
3. BENEFACTOR
Psygnosis £10 ★★★
4. WIZ *("AND" – ED)* LIZ
Psygnosis £10 ★★★★
5. GLOBDULE
Psygnosis £10 ★★★★

TOP FIVE CD32 CHARTS

1. MICROCOSM
Psygnosis £45 ★
2. FLINK
Psygnosis £20 ★★★★
3. BENEFACTOR
Psygnosis £10 ★★★
4. THEME PARK
Mindscape £35 ★★★
5. LEMMINGS
Psygnosis £26 ★★★★★

The charts are © ELSPA and not at all influenced by what Future Zone have on special offer this month.

FIRST ENCOUNTERS

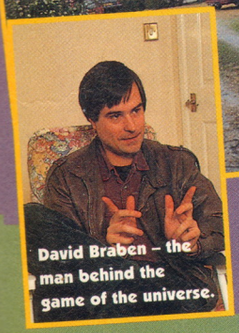
CURB YOUR EXCITEMENT UNTIL YOU'VE READ THIS...

Until a month before it hits the shelves, *First Encounters* only exists on the PC, so all the screen shots used in this preview are PC ones. Due to technical stuff like screen update times, processing power and other fancy bits, it's inevitable that the Amiga version won't look as good as these shots. To give you a rough idea, here are few screenshots without texture mapping. Examine them, look at the differences and then amend your excitement levels accordingly.

TERS

Cam made this you know. Out of balsa wood and bits of other model kits.

Behold – the sinister house on the hill that IS Frontier Developments.



David Braben – the man behind the game of the universe.

First Encounters: The final *Frontier?* Cam Winstanley asks David Braben just how clever he thinks he is...

We've got a bit of a problem with this one. I mean, is it *Frontier 2*, or *Elite 3?* It's clearly the third space trading game from David Braben, but does it owe more to its ancient and massively respected predecessor *Elite*, or *Frontier*, the less well regarded sequel from a year back? When pressed, David Braben made it known that he'd like people to think of it simply as *First Encounters 1*.

To millions of people, David Braben is an icon of their youth. But not me. He's the guy who, along with Ian Bell, wrote the game *Elite*, which was a game that created an entirely new game genre, and it soaked up months of many people's teenage years. But not mine.

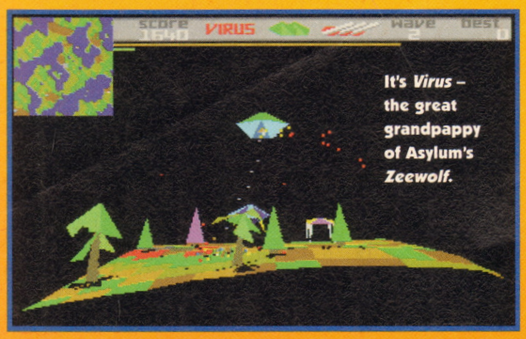
There was my friend Liam for example. As well as having a revolting red ski jacket, he lived for *Elite*, and passed over pretty much every other aspect of his life in order to play it. Sleep, homework, food and basic sanitary functions all went out the window in order to get a few more hours play in and lift his character closer to the elusive Elite rating.

Peering over his shoulder in the school library as he got a sneaky hour in during dinner time, it was hard to see what the appeal was. Okay, so the wire frame graphics zipped along at a good pace, and space combat seemed pretty cool, but what was the point of all that flying from planet to planet? And where was the end of level baddie?

The point to this anecdote is that I'd obviously missed the point. The point to most people was that there wasn't a point. And that's my, erm, point. The hook was that *Elite* provided a vast open ended environment to play around in rather than forcing you to play along a set route. From the summer of '84 onwards, computer mags devoted entire regular columns to *Elite*, with eager gamers writing in with great trading routes, speculations on the mysterious alien Thargoids and profitable missions.

Loaded with all this nostalgia, the second game in the series came as a bit of a disappointment to us. Although you could now play different roles and take on more set missions, it seemed sprawling and empty, and the simple and playable combat system from *Elite* had given way to an ungainly, much harder system. It was slow too, even on an A1200. While most mags raved that this was THE game of the decade, AMIGA POWER carefully and methodically worked through the game and declared it as a bit of a damp squib. We were criticised as heretics at

TIME FLIES BY IF YOU'RE THE DRIVER OF A TRAIN.



First Encounters is the third and newest game in a trilogy that's been 11 years in the making. Even the Star Wars trilogy only took six years from start to finish, so I asked David Braben to take me through the decade of events that lead up to *First Encounters.*

1984 "Although *Elite* was finished in the summer of 1984, my connections with the game kept me busy for a good few years as Ian Bell and I worked in many of the conversions."

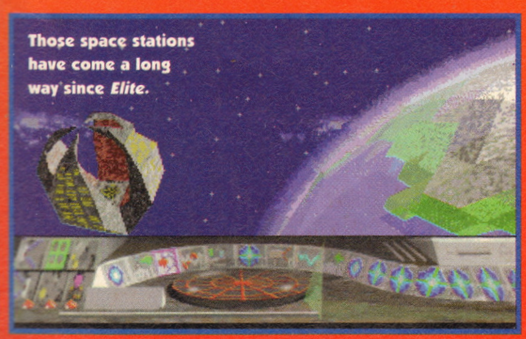
1985-1988 "New and exciting machines were coming out all the time, and I was asked to develop for some of them. *Lander* and *Virus* were both hugely popular, and I was asked to produce something to show off the capabilities of the Acorn Archimedes, so I did a version of *Virus* called *Zarch.*"

1988 "*Elite* was proving to be still popular, and I co-wrote a version for Nintendo with Ian Bell. I'd also got some new ideas for the *Elite* universe, so I started work on *Frontier* on my own. I was working on a PC and the graphics were all finished the same year.

"Looking back on it now, it was a mistake not to do anything with them, as back then the graphics we produced were truly ahead of their time. I'd not seen texture mapped graphics as good as them, and I should have used them in a simpler game, because they were ahead of their time in 1988 but slightly behind the latest innovations by 1993."

1988-1993 "Working first with Konami and then with Gametek, I slowly produced *Frontier.* It's amazing how quickly the time gets used up, but when I started off, I allocated six months for one section, six months for another and so on, and it was clearly going to be a long haul. I spent a lot of time looking into how things work and the behaviour of the solar systems, so a lot of time went on the astronomy side."

1993-1995 "After *Frontier,* I'd resolved never to do a major project on my own, so I set up Frontier Developments and got a team around me. Because of this help, and because I'd laid down much of the groundwork in *Frontier, First Encounters* has taken less time to develop even though it's a much bigger and more complex game."



the time, but after a few months most other mags quietly agreed that they'd overrated it, and that it wasn't the exceptional advance in game technology that *Elite* had been.

Undeterred, David Braben gathered a team of like minded individuals around him and has spent the last few years working on the third, and by far the largest *Elite* game – the sprawling space opera *First Encounters.*

PULSAR

First Encounters is set 50 years on from *Frontier,* which itself was set around 50 years after *Elite.* The universe is still pretty much carved up between the Federation and the Empire, and they still don't like each other much. Typical of *Elite* games, you play a free-ranging lovable rogue type character, out to get everything you can and not afraid to pay a few fines or dodge a few police ship on the way.

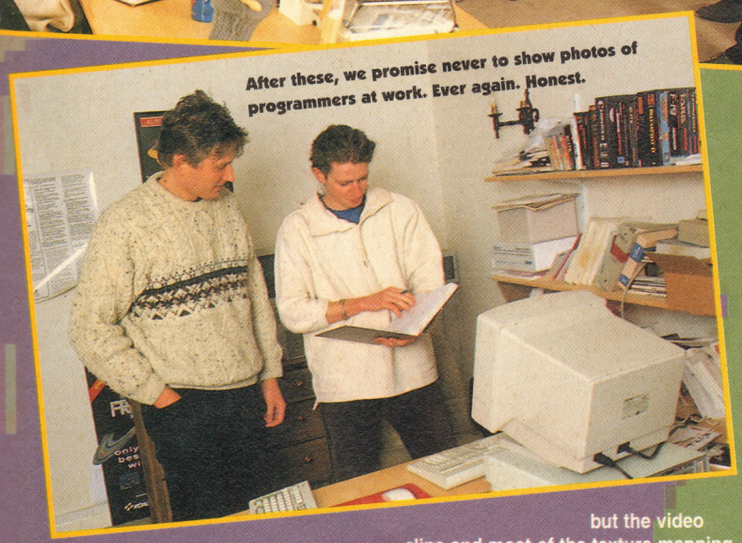
The previous games relied mainly on you to make your own way through the *Elite* universe, and although they had a few missions designed by the programmer, much of the action relied on your imagination filling in the missing details. *First Encounters* features a much more structured, better defined universe, and along with this new sense of detail is a more structured storyline. The first hint's in the name, and although David Braben spoke openly about some aspects of the story, he was more guarded on others.

It's all to do with the Thargoids – those pesky aliens that tended to have a pop at you in the previous games before shooting off at extreme speeds. In much the same way that Darth Vader was a total muddy funster in Star Wars and turned out to actually be a nice bloke in Return Of The Jedi, it transpires that the Thargoids have actually been victims of a relentless smear campaign for over a century, but why, to what extent and by who is for you to find out. Obviously, we know a lot more that that, but if we told you, we'd have to kill you. So we won't.

This central plot has been carefully thought out, and there's masses of material for you to search through before you find out the sinister truth. David reckons that there's about 120,000 words of text stored in the game (a page of AP normally has about 600 words) and much of this is used up by the five newspapers that you can access whenever you dock at a spacestation or land on a planet.

QUASAR

The game makes much more of the antagonism between the universe's ruling bodies than the previous games, so whereas the Federal Times might report details of terrorists being killed, the Imperial Herald will say that freedom fighters have been murdered. By searching through old stories and comparing one version of a story with another, David hopes that a canny player will be able to sort everything



BINARY STARS AND TRAIN SPOTTERS

Just in case you're completely oblivious to the obvious, it's worth pointing out that David Braben is really into astronomy. No, really. But after looking round his offices, I was forced to ask the burning question

Where's the telescope then?

"I haven't got one; people who use telescopes are the trainspotters of astronomy. You sit out in the dark and stare at lots of little white dots, and when you look through the telescope, you see... lots of little white dots. Unless you've got a huge observatory, the theory of astronomy is a lot more interesting than the practical work."

Examples?

"Well, it used to be said that you couldn't have planets in a stable orbit around binary star systems, as one or the other sun would eventually pull it in and burn it up. However, I put forward the idea that if a planet were to be placed at a LeGrange point *(The area where conflicting gravitational pulls cancel each other out. – Ed)* then it'd be okay. This has been tested out on various computer models and proved right, so on that one small point, I've challenged the accepted thinking."

Does any of this work show up in your games?

"The entire universe is accurately modelled on astronomical physics. More curious features are things like suns flattened at the poles, which is due to a high rotational speed. You can see this sort of thing in our own solar system. There are also misshapen planets or stars which have been affected by intense gravitational forces from nearby objects. There's a lot of what I do in this field that can't easily be identified in the game, such as all the planets orbiting their suns or the land masses actually mapped out onto the curved surfaces of the planets, but they all go towards making the *Elite* universe as realistic as possible."

out much quicker than a stupid one.

There's a higher political order to *First Encounters* that wasn't in the previous games, but this layer's been added onto the existing framework laid down in *Frontier*. If you really wanted to, you could ignore the main game and play *First Encounter* like *Frontier* by just going on assassination missions or ploughing along profitable trading routes. Obviously though, the idea is to work out what the story demands and then make money for bigger ships and better weaponry with a bit of honest sweat and toil.

BLACK HOLE

Technically, the statistics for *First Encounters* look very impressive, with 35 actors digitised for video sequences, full texture mapping and the works, but typically that's only for the PC CD-ROM version.

The fact that David Braben's even bothering to do an Amiga version is, in his own words, "Part loyalty, part financial. *Frontier* was criticised for running quite slowly, so we've completely re-written the code, and once it's completed on the PC, we're going to take up a month or so converting it to the Amiga. The missions and all of the 3D modelling will be exactly the same in both versions as they use the same code, but the video clips and most of the texture mapping will have to be dropped, and even then it'll only run on A1200s, CD32s and A4000s with 2Mb RAM."

"It was really nice to do conversions of games before the divergence of machine power. There was once a time when the Amiga, Atari ST and PC 286 were all similarly powered, and you could take a game like *Virus* and work out the maximum number of polygons all of these machines could handle without slowing down. Now the difference in running speed and processing power between an A1200 and a PC 486 DX is phenomenal, and we have to effectively produce two completely different versions of the same game."

NEUTRON STAR

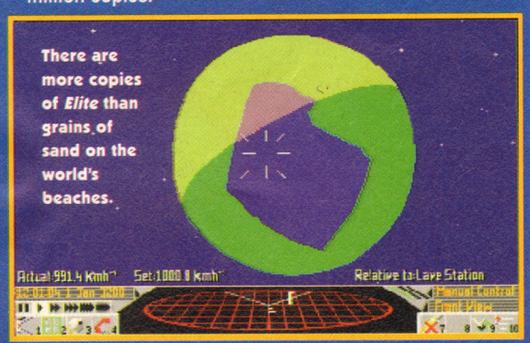
We've tried to demonstrate across these pages what the finished game will look like by removing the texture mapping from the PC version, but the plain truth is that at the moment, an Amiga version just doesn't exist. Using the term "rush job" would be a bit unfair on Frontier Developments, but a month does seem an awfully short time to do a decent Amiga version.

There again, I'm no programmer, so what would I know? This does look like being Frontier Developments' last Amiga game though, as after this they're packing up and concentrating solely on the PC. Just like every one else really.

The hope for all *Elite* fans must be that as well as being the last trader game, this will also be the best. Will we like it, or more importantly, will YOU like it? Will it be a fitting end to David Braben's links with the Amiga? Time, as we're probably a little too fond of saying, will tell.

ELITE – THE SHOCKING TRUTH

- *Elite* is now available, by David Braben's reckoning, on around 17 different formats.
- In Korean, *Elite* means, quite literally, "endless monsoon".
- Counting individual sales and its appearance on numerous compilations, *Elite* has sold around half a million copies.
- There were NO dredgers in the game at all. The manual claimed they were gigantic vessels that trawled for space junk after battles, but they were never included in any versions, and anyone who's claimed to have seen one is a big fibber.
- If all the copies of *Elite* in existence were laid end to end, they'd stretch the length of 1,472 medium sized primary school playgrounds.



THIS IS THE ONE!

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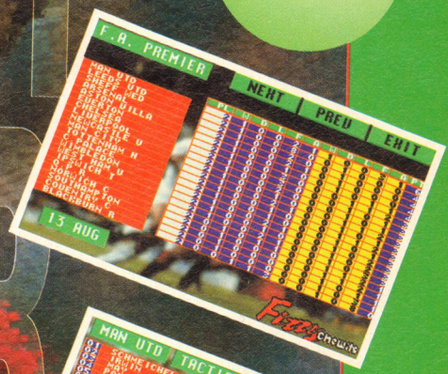

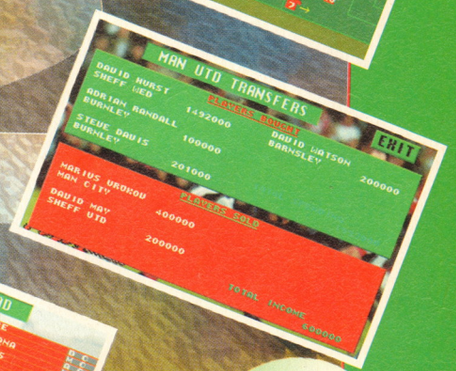

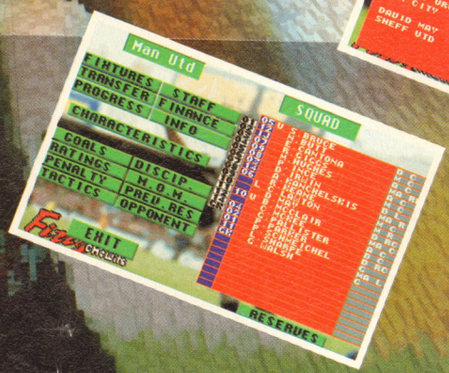

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SWIZ

As the curtain goes down on Sensible's long and glorious romance with the Amiga, they find themselves being pelted with fruit – by AMIGA POWER readers. Jonathan Davies investigates.

Never mind the *Cannon Fodder 2*/Alien Planet Level fiasco, what about *Sensible World Of Soccer*? We gave it 95% in AP44, heralding it as unquestionably the greatest Amiga game ever. And you lot agreed, right? Wrong. Or, at least, not exactly.

Since the day of *SWOS*'s release, we've been deluged daily with letters about the game. A few do indeed agree that *SWOS* is beyond compare – the best Amiga game of all time, and Sensible's crowning achievement. Most, however, are rather more abusive.

"What the hell has come over Sensible Software in the last few months?" asks Paul Fillery of Worcester. "Spankingly disappointed," moans 'The Slug' of London. "Bitterly disappointed," spits John McNally of Birmingham. "Incredibly shoddy!" cries Matthew Simmons of London. "Slightly worrying," adds Dave Watson of Beverley.

The letters go on to cite a string of complaints about the game – bugs, omissions and oversights. Some go on to pour scorn upon Sensible themselves, saying they're no longer the heroes they once were. And a few even dare to question the integrity of AMIGA POWER itself, wondering why we didn't mention *SWOS*'s faults in our review, suspecting we'd been playing an incomplete version of the game, and insinuating that the high mark might be connected with the fact that an ex-AP staff member now works at Sensible.

What happened? How come the most eagerly-awaited Amiga game of recent history was seemingly released in an unfinished state? And what are Sensible going to do about it? As you know, we are your friends and would do anything for you, so we thrust your letters under the noses of Sensible's Jon Hare and Chipper and forced them to explain themselves. And, more than that, wary of their reputation for being the 'bad boys' of the games industry, we asked them to BE POLITE ABOUT IT.

"*Sensible Soccer* was my favourite game ever, so when *SWOS* appeared I of course immediately bought a copy. And, yes, it is indeed even better: just about every team in the world; a better, more realistic feel to the action; and, importantly to someone who had mastered *Sensi*, it's much harder. Why, then, am I writing in to complain about what is now the best game ever? Because of the indescribable wretchedness of the career game section... In my first season as player/manager of the mighty Arsenal I won the Premier League by 15 points and reached the Cup Winner's Cup Final. Despite this, every one of my players' values went down."
Matthew Simmons, London

"Even though my three strikers are leading goal scorers in the League as well as in the FA, League and European cups, their values continue to decrease."
The Slug, London

"My striker scored 17 goals in the first 8 league games, only to be rewarded with his value dropping by 10%. So he scored another 20 goals and was slightly miffed when his value dropped by another 5%."
Paul Greenwood

Jon: We're really, incredibly sorry,

everyone. This was a shocking oversight on our part, and will be completely rectified in the free update disk [see end of feature, chums]. Sorry.

2) "None of the other clubs do transfers except with you. None of the other players change in value. None of the other players get injuries."
The Slug, London

Jon: We're so sorry about this one. The reason was so that when you came to look at Arsenal over the years, they'd be a recognisable Arsenal and not a meaninglessly unfamiliar side you didn't know, because obviously *SWOS* doesn't have big newspaper features keeping you up to date with transfers as they happen. Also, you wouldn't want your Amiga to be hung up for hours at a time while it haggled with itself over transfer fees, would you? Still, we're very, very sorry anyway. How can you ever forgive us?

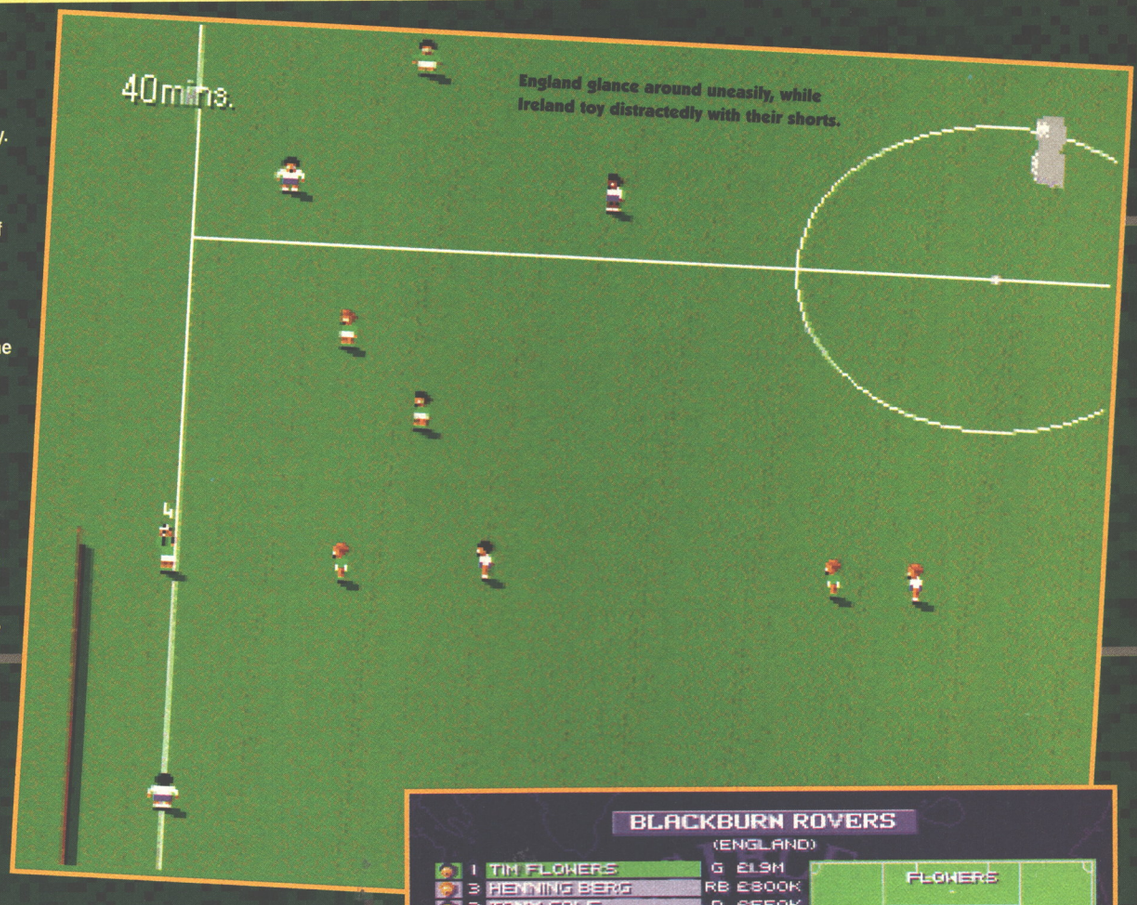
3) "It's such a tragedy I could cry... For some reason they decided to tinker with the actual football itself. Why? It was perfect as it was. Now the game is so difficult it beggars belief, even for a seasoned *Sensi* pro like myself... Why does my team run at around half the speed of any other team it comes up against?... Why do they miss nearly every header they attempt?... After ten games I was bottom of the table, having won only one game and conceded 25 goals... I can't help but get the feeling that *SWOS* was rush-released for Christmas without really being play-tested thoroughly."
Paul Fillery, Worcester

Chipper: Now, we don't want you to feel inferior or anything, God forbid that would happen, but you're the only person ever to complain that the first *Sensible Soccer* wasn't too easy. But that doesn't make you a bad person or anything. We're sorry. But don't forget that you now have accurate and realistic individual player data affecting the gameplay. Although we're sure you wouldn't have forgotten that. Sorry for even mentioning it.

4) "I have purchased all four versions of *Sensible Soccer*, and I am bitterly disappointed with *SWOS*. The computer team's goalies are ALWAYS better than yours. EVERYONE in the computer team is faster than your fastest player. The computer team ALWAYS wins penalty shoot-outs. The computer wins 85-90% of the tackles."
John McNally, Birmingham

Chipper: It sounds like you've been terribly terribly unlucky, with bad refereeing decisions and unnaturally motivated opposition sides putting up unusually good performances against you. We're very sorry about that. Honestly. Sorry.

5) "Why isn't it hard drive installable?"
The Slug, London



Jon: We tried really hard to pull this one off, realising how unhappy it would make hard-drive owners if we failed (and quite rightly so), but when it came to the crunch we just weren't up to the task. Aren't we crap? We're very very sorry, and hope you can find it in your heart not to think too badly of us for it.

6) "There us no World Club Championships in my version, although there was one in a coverdisk demo. There is also no South American Cup nor African Nations Cup."
Dave Watson, Beverley

Chipper: Oops, sorry. We didn't have enough accurate data on these competitions to do them in time, and rather than wait to do them properly and risk losing some money over the lucrative Christmas selling period, we just rushed the game out with little or no consideration for the software-buying public. We realise now that this was wrong, and will hope to make some small amends by correcting the oversight on the update disk. We're very sorry.

7) "Why is it that for an innocuous challenge in my own penalty area I am often shown a red card? Yet for a similar challenge in the middle of the pitch it's yellow?"
The Slug, London

Chipper: We can't find any technical reason for this in the code of the game, but if you say it's happening then it must be so, and for that we're very very sorry.

PANSIES

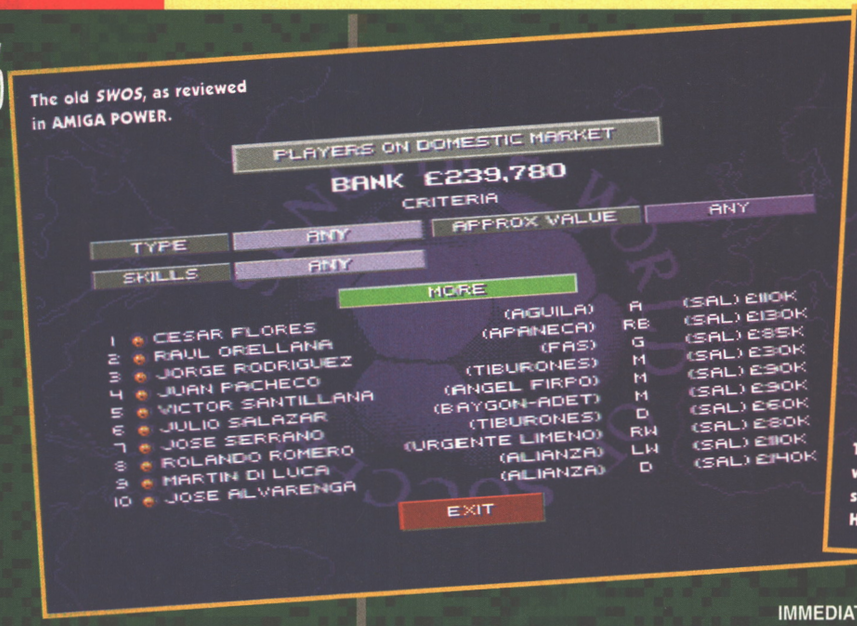
Is *SWOS* really too hard? We certainly don't think so, and neither do plenty of AP readers:

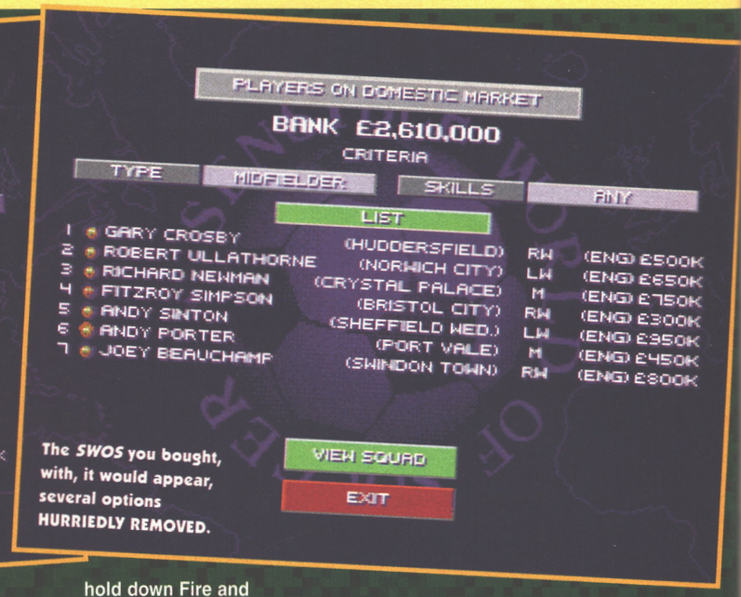
"I'd like to address Paul Fillery's load of rubbish in AP47. Sensible are still truly giants and gods amongst men. I don't know about *Cannon Fodder 2*, but *SWOS* is undoubtedly the best game of all time, in the world, ever... In the beginning it seems bloody hard, but it just takes practice..."
Rohan Patel, Enfield

"Like others, I got stuffed playing Liverpool vs Preston North End 8-1 several times. But I took stock and tried to work out what was going on. And I discovered that things like passing, tactics, goal keepers and individual player ability were actually working!"
Andy Scott, Liverpool

"If you really can't beat any teams in *SWOS*, I suggest you go to the creche and play Marvin's Marvellous Adventure. *SWOS* über alles!"
Michael Bester, Newcastle

"*SWOS* is excellent."
Colin James, Welling





8) "After completing a 20-year season career I was merely offered retirement. That's it. No option to view my career. Nothing. After playing 20 years of footie it's not much to ask for a little reward at the end, is it?"
Marc Ames, Wellingborough

Jon: This is pretty slack, isn't it? All that hard work and then the equivalent of a tatty old "You have finished the game. Well done" screen. What can we say? Again, we just didn't have the time, and we decided to go for the big Christmas cash-in rather than wait and make the game better. We're indescribably sorry.

And this month's Complete Control suggests further shabbiness:

9) "Before you play a match, on the screen where you select your players to play in the match, put all of your most valuable players on the subs' bench, and all the rubbish players in their place. Start a game but before you kick off, bring on your subs and, bizarrely, they will play far better than normal."
Samuel Batley, Brading

Chipper: Another bug, we're afraid. We're really sorry.

10) "If a player is given the red card, as he is walking off bring on the sub bench and the player will stay on. His feet will be cemented to the ground but – hey – he can still watch."
Alexi Tzitzas and Trevor Myers, Cheshire

Chipper: Yet another bug, but we promise that this one will be fixed on the update disk. Although that's really no excuse for it being there in the first place, and for that we're very sorry indeed.

11) "Press M on the transfer screen and you will receive one million pounds."
John McGillivray, Falkirk

Chipper: Now, this is actually a playtesting feature that's only present in pirated copies of the game taken from bulletin boards, but that's still no excuse. After all, you're probably quite short of cash after the festive season and simply couldn't afford to spend £30 on our game instead of stealing it. We don't blame you at all, but since there's nothing we can directly do, we can only hope that the pirate boards have a bug-corrected version available by now. We're sorry we couldn't be of more help.

12) "When you are sacked in the career mode you can stay at the club if you want to. You do this by pressing continue career NOT looking at the job offers and you get your old job back so you can get millions into debt get sacked but get your old job back and get out of debt at the same time."
Richard 'Boli' Wilson, Sheffield

Jon: Dear oh dear, we really did leave a lot of bugs in *SWOS* in our haste to get it out in time for Santa's deliveries, didn't we? We can only say that this is another bug that'll be fixed by the update disk, and that we're terribly sorry for upsetting you with it. Sorry. Sorry.

13) "When you are playing a match, try pressing W. The match will stop and you'll find you've won 2-1."
Sam Ruddell, Angus

Chipper: Again, this is a playtesting feature only present in pirate copies of the game, but we're sure you weren't to know that when you wrote in to complain about it. Even though you didn't pay any money for the game, and are the main reason we're not doing any more Amiga games ever, we're extremely sorry if you've been inconvenienced in any way by this occurrence. Once again, sorry.

14) "Start either a twenty year management game or a demo between two computer players. Dribble the ball up to the opposition's goal post, shoot, hold down Fire and IMMEDIATELY press R for replay. Provided you remember not to let go of your joystick, every player should stick to the ground , including the goalie who you are shooting against. Let go of the Fire button and play resumes as normal. This actually works at any point during the action, if you've got enough fingers to manage it."
Martin Peeve, Potters Bar

Jon: Stick a large banana up your *(That's enough from Jon and Chipper for this month, actually. – Ed)*

Hmm. So what about our review, then? Did we really pull a fast one on you, our trusting readers? No. We stand by our mark. *SWOS* is a fantastic game and truly deserves the 95% we gave it. But – yes – we did review an unfinished version of it.

All magazines review unfinished games from time to time. Some are absolute devils for it, and have even been known to review PC games in order to claim 'exclusives'. They know who they are, and we sincerely hope you do too and will stop buying them in such ridiculous numbers before too much longer.

AMIGA POWER would never, ever do anything like that. In the case of *SWOS*, however, we had a tough decision to make. After numerous postponements and delays, the game was finally due for release on 27th November, and AP44 was due out on the 17th. We could either review the game as it stood, very nearly finished, or keep you all hanging on until AP45, by which time *SWOS* would have been in the shops for ages. In the end we decided to review it, with Sensible's assurance that various problems in the game would be sorted out by the time the game appeared in the shops.

But, sadly, Sensible simply ran out of time.

"*SWOS* had already been delayed for months, and in the end you've got to draw the line somewhere," Jon Hare explains. "To keep everyone hanging on any longer would have been lunacy. We were actually tweaking the game right up until the day it had to go off to be duplicated, and we still didn't manage to iron out everything."

So, sorry if you felt misled by us. It's worth noting, however, that the magazines who did claim to have waited for the finished version of *SWOS* (making plenty of noise about it in some cases) didn't mention any of the game's problems either, so quite what they're playing at we don't know.

And the main thing is that despite the rather flippant attitude of Jon and Chipper, Sensible and Renegade are prepared to make amends. Everyone who's registered their copy of *SWOS* will have an update disk sent out to them automatically, so if you haven't got round to it yet, send off your registration cards sharpish. And if you've lost yours or can't be bothered, the June issue of AMIGA POWER will carry a disk containing both the update and a special *SWOS* demo, miles better than the one off AP43.

YOUR SWOS UPDATE DISK

Sensible aren't just terribly sorry about the problems you've been having with *SWOS*. They're actually doing something about it. By the end of March they hope to have completed an update disk. This will a) fix as many bugs as possible and add in lots of the features which had to be missed out, such as the South American Cup, and b) update all the teams using the latest data.

There are two ways of getting hold of the disk. Either:

- **Make sure you've completed your *SWOS* registration card and returned it to Renegade. You'll then be sent a copy of the disk automatically, as soon as it's ready. Or,**
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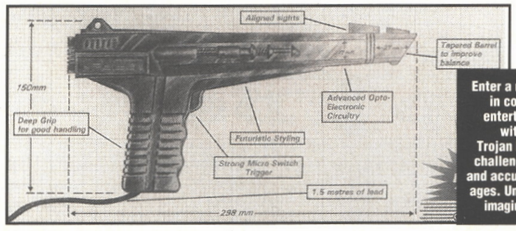

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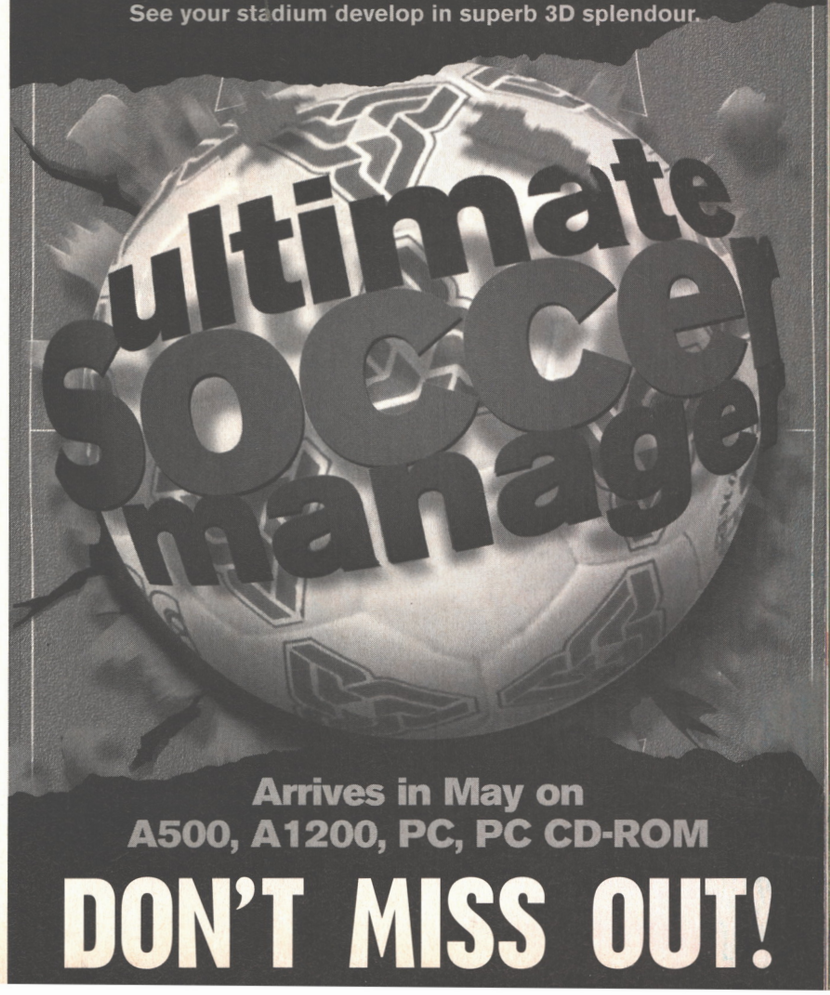

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GAMES

Buck Rogers had a spaceship of course, which catapulted him into the future. What if we had a spaceship that could hurl us into the past? Where would we end up? And armed with our mighty knowledge, what benefits could we visit upon humanity?

JUST HOW DO WE THINK WE COULD ALTER THE COURSE OF HISTORY?

JONATHAN DAVIES

Jonathan stroked his chin thoughtfully. "It's an intriguing question," he said eventually. "I've a fairly solid grasp of chemistry and so could become a famous alchemist, but then I'd have people pestering me to turn lead into gold. And I know how to make a cathode ray tube, but that's probably of limited use. Perhaps I could flit through time averting disaster, telling people not to board the Titanic and the like. Yes. My first course of action would be to shoot Elvis Presley's parents and prevent the invention of pop music."

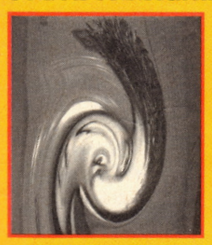
CAM WINSTANLEY

"Seeing as how I don't know how to make bullets," admitted Cam, "my encyclopaedic knowledge of weaponry would be of little use. And anyway, I'd rather be a benefactor of mankind than a conqueror." He leafed through a history book to determine where he could be of most use. "The Sixteenth Century," he concluded. "The people had a rudimentary grasp of metalworking, so after inventing Lifebuoy soap to improve general hygiene I could bring about the industrial age far sooner than would otherwise happen. And make a fantastically loud steampunk motorbike, natch."

SUE HUNTLEY

"As befits one of the mightiest beings ever to produce a computer games magazine, I have a deep interest in films," confided Sue. "I could therefore use my time-travelling powers to meet all my favourite stars before they became famous or died tragically or something. In fact," she mused, a small light bulb appearing above her head, "I could become the most successful theatrical agent in the history of the world. What I'd actually do though," she added, "would be to take as long as I like to lay out the pages of AMIGA POWER, have a long, relaxing holiday after each issue and then return to hand in the pages five minutes after I'd left."

STEVE FARAGHER



"Maintaining my mental age but regressing to the body of a child," said Steve, who'd obviously been thinking about this for a long time, "I'd go back to 1932 and befriend the seven-year-old Margaret Thatcher. We'd have all sorts of adventures and get in no end of scrapes, becoming the best of friends. Then, one summer, perhaps having given her her first kiss, I'd leave under the pretence of my parents moving house, my job done. For she'd go on to become a mentally-well, emotionally secure Prime Minister and not BUGGER EVERYONE UP. Right on."

JONATHAN NASH

"The possibilities are endless," gabbled easily-delineated cartoon fan/conspiracy theorist Jonathan. "If I took the precaution of carrying around a bag of useful equipment, I could, say, present Abraham Zapruder with a telephoto lens. Or hang around Whitechapel with a Polaroid and a really bright flash. Or introduce the Warner's cartoonists to the idea of creator's rights. But no." His face fell. "I'd probably go back in time exactly one minute. And then get knocked down by a car."

PAUL MELLERICK

Paul had been listening to the conversation with alarm. "I couldn't possibly allow Jonathan Davies to assassinate Elvis Presley's parents," he vowed. "I'd have to go back to the day they printed the book he read to ascertain the appearance of his intended victims, distract the printer's attention and replace the photograph with one of a couple who'd died on the Hindenberg. Then I'd whisk the couple out of the airship moments before the explosion and put them in Elvis's parents' house. Jonathan would arrive, shoot them and return to the future, and I'd simply clear away the bodies. The future of pop would be assured."

RICH PELLEY

"I'D QUITE LIKE TO PREVENT THE ACCIDENT THAT LED TO ME LOSING MY FRIEND'S MUM'S CAR BENEATH THE TIDE AT WESTON-SUPER-MARE," said Rich, reminding us of the hideously embarrassing mishap we'd long ago forgotten but which we now remembered was hilarious and were convulsed with laughter about for a good three minutes, driving the bright-red Rich from the room before, suddenly, we stopped inexplicably, unable to recall why we were laughing in the first place. Rich took in looking relieved and slightly tanned.

JONATHAN DAVIES

"What Paul didn't take into account of course," said Jonathan, "is that after returning to the future I realised my plan had been thwarted as he played his Oasis tape again. Surmising with ease the details of his counter-plot, I visited the printer's just after he'd left, distracted the printer again and replaced the correct photo. The rest was easy."

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather have eternal winter.

SUPER SKIDMARKS

More fun than you can shake a gear stick at.

Runs on: A500, A600, A1200, with a CD32 version to follow
Publisher: Acid
Author: Acid
Price: £25
Release: Mid March

Honda Pilots are nifty little offroad go-karts with tubular steel roll frames and odd hands-only controls. They're loud, they're muddy and they go round corners in exactly the same slippery-sideways-slidey way that cars in *Super Skidmarks* negotiate tight bends. Honda Pilots are better than a 15-storey tower of chocolate digestives.

The trick of cornering them (and, of course, cars in *Super Skidmarks*) is to point the nose of the buggy towards the apex and put the power on, so you slide through the corner. This kind of rally handling was rather limply attempted in US Gold's *Powerdrive* (AP45, 61%) but is recreated pretty dashed effectively here. *Super Skidmarks* may not be as good as Honda Pilots, but its benefits are numerous. It's cheaper, ecologically sound, and you'll never, for example, get shouted at by irate farmers for chewing up their recently planted fields of spring barley. *Super Skidmarks* is at least as good as a malt loaf the size of a house.

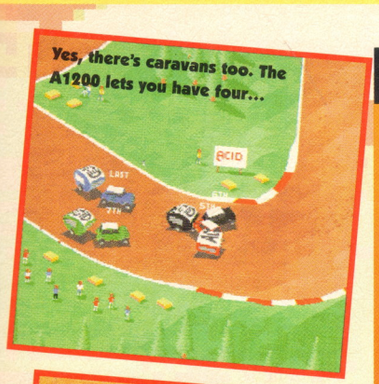
SLEW

Gnhff, but hang on a minute, ANOTHER racing game? There's nothing new about the idea, and in fact there are few things immediately different from the original *Skidmarks* game (AP34, 78%), but yet we've been slavering at the prospect of getting hold of it. Why? Because it's a very, very, very special racing game.

The specialness has much to do with the track, which is constructed using quadratic B-spline curve mathematics. Acid did their best to explain this in the first game and received nothing but scorn and ridicule from the technophobic luddite rabble that forms AMIGA POWER, so they've kept quiet about it this time, but what it means is that all the bumps, pits, ramps and curves of the track affect the cars as they travel over them. After playing Team 17's still-born overhead racer *ATR* this month, seeing a car take off over a ramp or bounce into a hole is tremendously invigorating, and has restored my faith in the Amiga as a top games machine.

The cars themselves are also supremely special, having been light-sourced and then rendered so you get glints of light off the windscreen and can make out all kinds of tiny details. Check out the pictures and be impressed, even though our screenshot technology isn't too good at this sort of fiddly detail. What we can't get across in the magazine is the great way the cars handle, sliding and weaving and even doing pointless but fun aerial stunts on the ramps. If you're crap at games, or simply on Prozac, you can race at a stupidly slow pace, and if you're one of those ridiculously good players, the speed goes right up to unplayable (by mortals). Take my word for it, the cars drive perfectly and all options are catered for.

CHOOSE YOUR METALLIC STEED, AND MOUNT IT



Yes, there's caravans too. The A1200 lets you have four...

...whereas all non-AGA machines have to make do with just two.

The courses, too, are indeed (and although I feel that I'm over using the word, I can find none other that truly sums up my feelings) special. Even though they initially look samey, the curves and gradients of the game's 30 plus tracks hide myriad different arrangements needing different tactics. Acid have learned from the mistakes of others and made all the circuits small, so you quickly learn the track, and never run out of opponents to hit. You'll run into the tail enders when you're ahead and the leaders when you're trailing.

HOY

Why all the effort to keep the cars together? Well, because *Super Skidmarks* is all about bashing into other cars, and from the start, the only way forward is to crash through the pack and inflict well-timed impacts to send opponents into walls, leaving them trailing by seconds. It's easy to work out the line each car is taking and to block them, and getting the right line on corners can sling you into the lead. If you're struck directly from behind you'll get a huge speed boost although whether this is a pain or a prize depends on whether or not you're on a straight.

"None other that truly sums up my feelings"

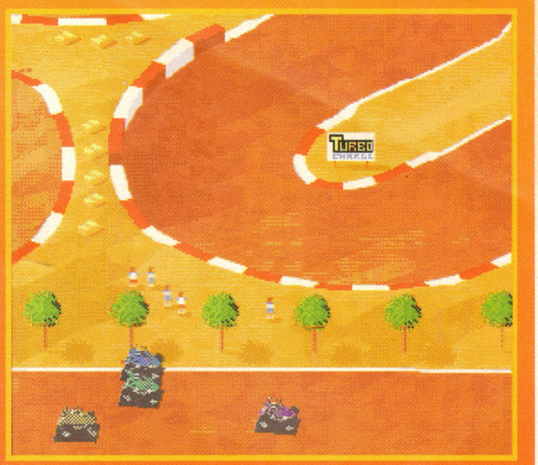
Acid have been keen to point out the difficulties of making computers drive cars, which probably explains why *Super Skidmarks* is at its best as a playground for numerous humans and at its worst when it's just you versus the system. The one player game highlights how much each computer car behaves like all the others, although to be fair, they do err much more than cars in other driving games, and can quite easily be forced to do something disastrous. The more real players though, the merrier, as your unpredictable paths conspire to mess up the paths of the computer. If it's just you, the sinister computer pack slides along bumper to bumper, leaving you to chug along.

But hey, what kind of saddo plays driving games on their own anyway? *Super Skidmarks* is all about playing against your mates, and it's here that it excels and also (quite fortunately) that the computer car/unfair overtaking effect is at its most minimal. On a standard Amiga, you play with a split-screen mode for two players and a full screen for three or four players, where you can use either keys, or a joystick adaptor in the parallel port – good call Acid. There's the serial link option too, but on a single machine, the four-player game is similar to *Micro Machines*, where the players knocked off the edge of the screen are reinstated just behind the leader after having a point docked off. I'm not really a fan of this idea, but although it's my least favourite section of the game, it works because of the human element.

There's plenty to recommend the

SOME SCREEN OPTIONS, PART THE FIRST

On a standard machine, you get four vehicles in each race, which means either four separate vehicles or two towing caravans. For two players, you get this nifty split screen mode.

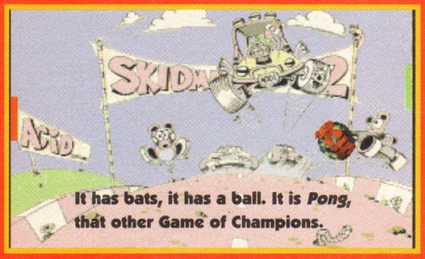


Three or four players on a single machine are forced into the least fulfilling part of the game. The screen tracks the lead player, and those knocked off the back reappears behind him.

Using two machines linked together (shown rather ineffectually above by a small yellow band joining the two pictures above) you get more options. We're showing two players racing full screen, but you could also have four players on two split screens.

Caught in a cow-crush like this, you're better off getting bullish.

WE'LL BE RIGHT BACK, AFTER THIS BREAK



It has bats, it has a ball. It is *Pong*, that other Game of Champions.

Super Skidmarks comes on seven (count 'em!) disks. There's a boot disk, four track disks and two car disks, and a track change means one disk swap, a car and track change means two. It's quite slow on a standard machine, but extremely zippy on an A1200, and there isn't any of that annoying disk shuffling you often get. Anyway, you can put all the data onto a hard drive AND there's a great *Pong* game to play while you wait. With spin and everything. Marvellous.

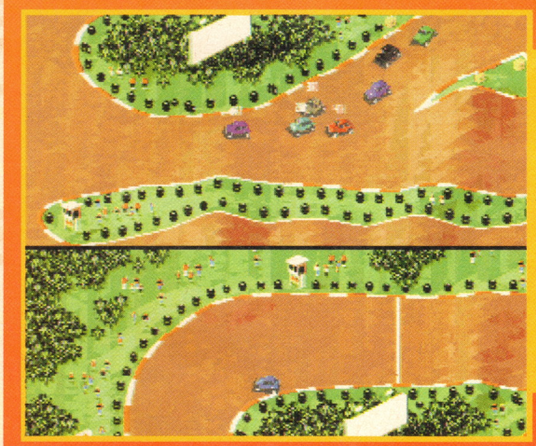
game to all Amiga owners, but A1200 owners have an extra special treat waiting for them. Standard Amiga owners are going to huff and puff at this, but, like Binary Asylum's *Zeewolf*, I'm sure this was written with the A1200 in mind. Unlike *Zeewolf* (which runs terribly slowly on A500s and A600s), *Super Skidmarks* runs at the same speed on both, but you're offered a multitude of new options on the A1200, and they're all included in the standard version instead of stuck away in a rip-off, more expensive A1200 version. Once again, kudos to Acid.

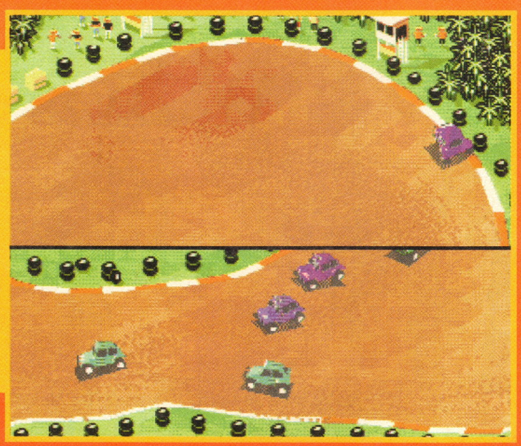
The massive difference is that the A1200 can handle eight vehicles, which means that the thin tracks appear just that bit thinner, the intersections a bit more frantic and the starts even more intense. The next major addition is the high-res mode which makes everything smaller, and therefore lets you see more of the track. Once we'd stopped marvelling at the huge graphics of the normal game, this is the mode we stuck with, it makes racing much easier by letting you see the corners sooner.

SOME MORE SCREEN OPTIONS, PART THE SECOND

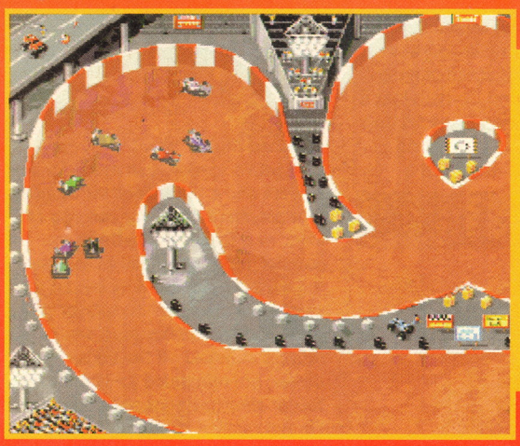
Owning an A1200 throws open a whole new range of gaming options. For a start, there are eight vehicles per race, and more is certainly better. More to beat, more to laugh at.

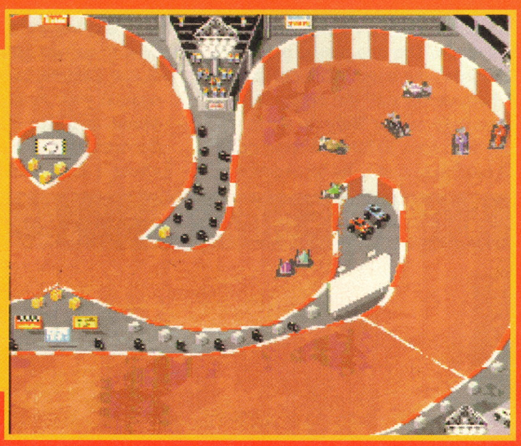
Then there's the high-res Mode of Champions™. By showing you more of the track in tiny, but point-sharp detail, even the two player split screen mode is massively improved.





By linking two Amigas (simulated with that weeny yellow thing again) either via a null modem cable or a phone modem (the game easily supports both) you can have two players full screen or three players with one split and one full screen, or four players on split screen in either high or low-res. If you have just four cars, you can link an A500 or A600 with an A1200. Of this we approve.





Undeniably the ninth wonder of the world is the dual A1200 cinerama mode, where you stick two monitors side by side and view the entire track in one go. To help your eye track from screen to screen, there's an essential buffer zone where the track's duplicated in the middle, and the whole setup, however fiddly, lets you play with eight players. All this on one set of disks.

SCREECH

Finally, and this is what elevates the game to near divine status, there's the widescreen link mode. You need two computers and a null modem cable for this, but only one version of the game, and it splits the entire course over two monitors, allowing you to see all the track, all the time. This means (deep breath) that you and your friend, and their friend and their sister, and her mate and her brother and his mate and his dad can all play *Super Skidmarks* AT THE SAME TIME. Yes, EIGHT players, and YES, it is TRULY FANTASTIC. The game is a LANDMARK in game history, it's a CLASSIC, and it's a great shame that only the small section of people with access to two A1200s can play it.

So phew, we've actually got a great game in this month. Move over *F1*, take a hike *F1GP* and get your flaccid, runty little bod out of town *ATR. Super Skidmarks* rules, because it's great, because it's imaginative, but most of all, because we say so.

● *CAM WINSTANLEY*

UPPERS Fantastic handling, superb graphics, great tracks and suitably screechy sound effects. The tracks are contoured and get muddier the more you race on them, you can race round in either direction, there's a serial link mode and a points system I've not even mentioned. The difficulty range is huge and most of the data's hard drive installable. Also, *Pong.*

DOWNERS The one-player game wears a little thin after a few hours, and there's that predictable but frequent disk swapping.

THE BOTTOM LINE

Were I washed up on a desert island with a small selection of computer games, I'd be hard pushed to choose between this and *Micro Machines.* Truly *Super Skidmarks* is one of the finest Amiga games around.

86 PERCENT

THE BOTTOM LINE

A1200

The AGA version is almost another game entirely. The high-res mode is the Mode of Champions, eight cars on the track make for frantic bumper-bouts, the disk accessing's at least 50% faster and the cinerama mode deserves a Nobel prize. Unmissable.

91 PERCENT

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A

Runs on: A500, A600, A1200
Publisher: Team 17
Authors: Jamie Woodhouse (code), Danny Burke (graphics), Allister Brimble (sound), Woodhouse and Burke (design)
Price: £26
Release: Out now

Everyone had something to say when it came to reviewing *ATR*. "Play *Micro Machines*," advised Cam. "That's the benchmark for overhead-view racing games, and is clearly what *ATR* is trying to be." "Play *Overdrive*," offered Steve. "That's Team 17's previous overhead-view racing game, and it'd be interesting to see what they've learnt from it." "You only write seven pages per month," said Jonathan. "And everyone hates you." "Stop worrying about whether the secret Valentine box you sent got lost in the post," whispered a small inner voice. "Ask the girl, you fool."

And so it was I found myself playing *ATR* and *Micro Machines* and *Overdrive*, and looking frightened whenever my telephone rang (which it hardly ever does) and yet being nervously excited in case it was the girl expressing thanks for the Valentine's box having cleverly deduced the identity of the sender (which it never was), while a large pile of frantically looked-for reviews built up on my desk and everybody went out with their friends and had a really great time. How has your month been, then? Eh? Eh? EH?

But anyway. *All-Terrain Racing*. It's the dullest, clumsiest, sloppiest overhead racer I've played, *Overdrive* included. From the menus in which only player one's joystick works (and that includes the bits where everyone has to input their names) to the incredibly poor design of the courses, the game reeks of shoddiness. It shouldn't, of course. After all, Team 17 took note of AMIGA POWER's criticisms of *Overdrive* to the point of pulling it from their budget release schedules, and (more relevantly) *ATR* is going up directly against Codemasters' fabulous *Micro Machines*. You might, therefore, have thought fairly reasonably that some attempt to, for example, write a game better than the champion of the field would be in order. But no.

All-Terrain Racing has three game

Astonishingly, this blind corner-riddled, trap-packed course is easily the fairest of the snow tracks on offer.

"You've flickeringly reappeared"

ATR

Are terrapins retarded? All typos re-worded? Any tea, Reginald? No.

modes: 'battle', 'league' and 'arcade'. All, naturally, centre on driving around a variety of courses as quickly as possible, and this is where the game falls down. There's a choice of three types of course, but only the 'sport' tracks (yer basic racing circuit types) are at all playable. The others – bear with me here – don't have the courtesy – no, wait for it – to mark out the track so you know where you're going. The excuse is that, driving in 'snowy' and 'rocky' conditions as you are, the track will have been obscured by snow or rocks or something and therefore the designers can get away with suddenly fading out the road markings and having you careening across blank countryside to smash into a wall centimetres beyond a small arrow pointing you back in the right direction. Incredible. You can't even argue that memorising the courses solves the problem, because *All-Terrain Racing*'s graphics are so bland and repetitive you haven't a chance of picking out landmarks.

SMALL TUREEN

The other thing about *All-Terrain Racing*'s courses is that they appear to have been laid out for the twisted amusement of the designers, rather than, say, with a view to being fun to race on. They're ridiculously over-complicated, riddled with obstacles and surrounded by traps to fatally ensnare anyone coming off a bend. This is bad enough in 'arcade' mode (six-lap races against four computer drivers; finish in the top three to qualify; win money to – sigh – upgrade your car) but in the identical-but-for-the-number-of-players 'battle' and 'league' modes it's a joke.

The idea in a 'battle' or 'league' game is that you strive to get so far ahead of the other player that he disappears off the scrolling and you get a point. (Yup, just like in *Micro Machines*.) Unlike that game's stop-start 'feel' with the match halting as the other player is put back on the track, *ATR*'s races are continuous, with the hapless loser replaced in 'real time' just behind the speeding victor. (The overall winner is the player who reaches his point quota and then crosses the finish line first.)

This continuous racing is a clever improvement, except it's not, and it took me barely half-an-hour to tumble the reason why. The great thing about *Micro Machines* was that its big, friendly courses offered scope for improvisation and crafty short cuts while keeping enough of the track on the screen so the trailing player had a chance to catch up.

ATR's courses delight in the confusing, the misleading and the hairpin, so that if you're second, you've had it. Even though to your mind you're comfortably close to the leader, when he goes round one of the many corners the screen scrolls through the sharp angle with him and you're chucked off the screen feeling immensely hard done by. Then, instantly, you've flickeringly reappeared beside the other player, your timing thrown off as you're momentarily made to follow his 'line': rather unfortunate if he's just skidded off the track. (In one memorable game, I reappeared on top of my opponent's car, causing us both to crash.)

Power-ups abound on the tracks, but they're redundant. Not only do the power-ups bounce so you can drive straight through them (there's no chance of turning back to try again, obviously) but they're also entirely useless. Apart from the missile (a single-shot weapon which fires straight ahead and, er, doesn't really do anything when it hits someone) they take effect automatically as you pick them up – great if there's a turbo-boost just before a corner.

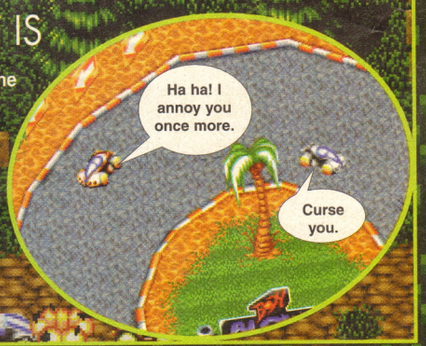
Worst of all, even with all this going on, the game manages to feel empty. For the most part you're just driving around at a sensible speed (otherwise you crash with tiresome regularity), zooming through stupidly similar-looking power-ups without any thought to using them strategically and still coming off at indefensibly strict corners. Some cars go past and off you go again. And when a tussle does occur there's no sense of victory in shouldering your way past your opponents because you know that, thanks to the loathsome design, you're going to crash or lose your way or suddenly drive into a wall because (hhhhhkkk) your controls have been reversed.

All-Terrain Racing is rubbish.

● *JONATHAN NASH*

AND HE'S OFF! THE ROAD, THAT IS

As the scrolling in *ATR* follows the car in the lead, much fun can be had with the new game Driving The Wrong Way Around The Track. In this exciting new twist on *ATR*, the leading driver annoys the other player by turning and zooming off the other way just as his opponent reaches the edge of the screen. Several times.



AND HE'S OFF! THE ROAD, THAT IS

As you pootle around the track in *ATR*, you might without quite meaning to drive through a power-up icon. Sometimes you might even notice something happening. Let famous n molesworth explain what goes on.

UPPERS The cars move well and go "vroom."

DOWNERS Appallingly unworkable tracks that play boringly and feel empty. Very few shortcuts. Not nearly enough of the track ahead visible. Hasty feel to the whole thing. In two-player mode it's extremely difficult to tell who's who. In league mode, all players have to use player one's joystick. Strangely, they've made the second-least-poor tracks (the space ones) a 'hidden feature'. You get infuriating slowing cones all over the track even when you turn them off.

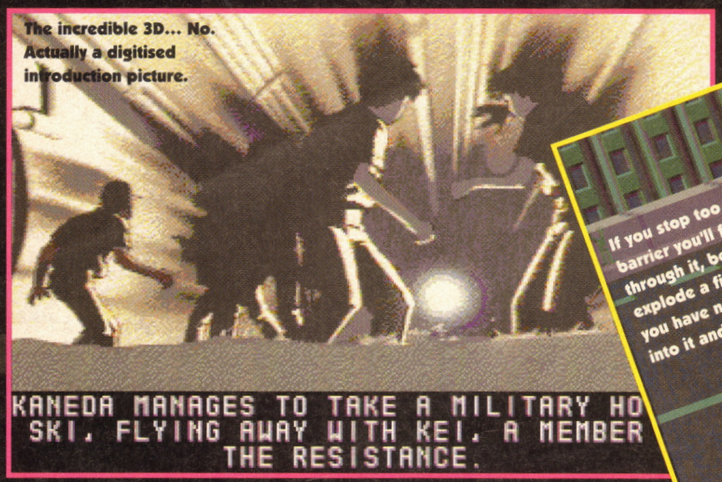
THE BOTTOM LINE

ATR manages, astonishingly, to be less exciting than *Overdrive*, and is an embarrassment alongside *Micro Machines* and *Roadkill*. A stunningly poor game.

38 PERCENT

THE BOTTOM LINE

A1200 It is exactly as dull and as – dare I use the word once more? – empty.



The incredible 3D... No. Actually a digitised introduction picture.

If you stop too close to the barrier you'll find you can't break through it, because your grenades explode a fixed distance away. So you have no choice but to crash into it and return to the start.

AKIRA

No light, but rather darkness visible, serv'd only to discover sights of woe.

Runs on: A500, A600, A1200, CD32
Publisher: ICE
Authors: In-house
Price: £30
Release: Out now

Having suspiciously peeled the labels off your *Akira* disks to find they've been recycled from unsold copies of *Total Carnage*, you'll discover that the game opens with a horizontally-scrolling motorbike level.

You ride along from left to right avoiding obstacles and leaping over gaps in the road. The manual suggests you "Hit the cones for points and bonuses." Except they're not merely "bonuses" at all, as you'll discover when you come up against a barrier in the road which you can't get past because you didn't pick up any so-called "bonus" grenades earlier on, because you couldn't possibly have anticipated needing them, and you've no idea what sort of "bonus" the cones are going to give you until you've hit them, so you've got to hit them all if you're to stand a chance. Similarly, you must be sure to pick up every single "bonus" fuel can, otherwise you'll run out of fuel. "Bonus" speed-up arrows are another matter, however.

Sometimes you'll drive past one only to find a gap scrolling onto the screen that you're now not going fast enough to jump over. So you'll hit the next one to be on the safe side, and discover that it propels you into a dead-end where you die and have to go back to the beginning.

Level one of *Akira* is a memory test, then, and so insultingly tedious that there's no way I'm prepared to play it long enough to memorise my way through to the end and see what the following levels are like. (They're platform shoot-'em-ups to judge from the pictures on the back of the box.) Were you to fork out the extraordinary £30 being asked for the game, I think you'd do the same, and feel thoroughly ripped off. And I can say this with even greater authority than usual because, even after we'd asked them politely several times, ICE failed to send us a review copy of *Akira*, and I was compelled to buy the game myself from WH Smith's.

"I think you'd do the same"

THE BOTTOM LINE

16%, then.

● *JONATHAN DAV...*

Oh, all right. Given that I was already £30 down, and the importance of complete dissemination, I thought I'd better make the effort and find out what the rest of *Akira* is like. So I obtained a set of passwords from a suddenly-more-obliging ICE. Bear in mind, though, that unless you either do the same or have the patience of a gibbon, level one is all you'll ever see.

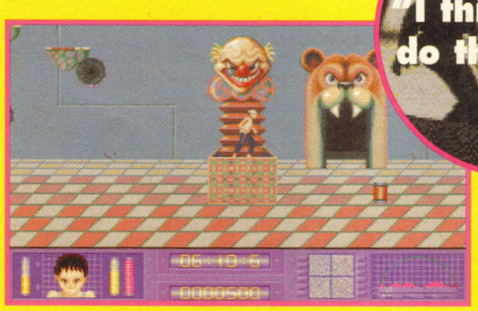
THIS IS PROBABLY JUST AS WELL.

Persevering with the scrolling motorbike section leads, as it turns out, to... another scrolling motorbike section. This is much the same, except you're chased by police cars who kill you if they catch up with you. And they always will catch up with you because they

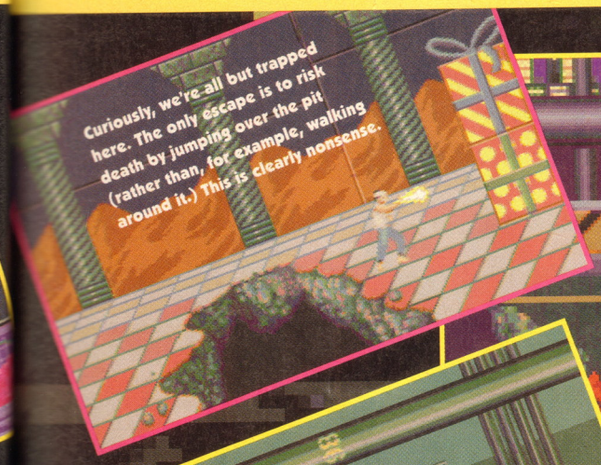
Oh no. We have been caught.

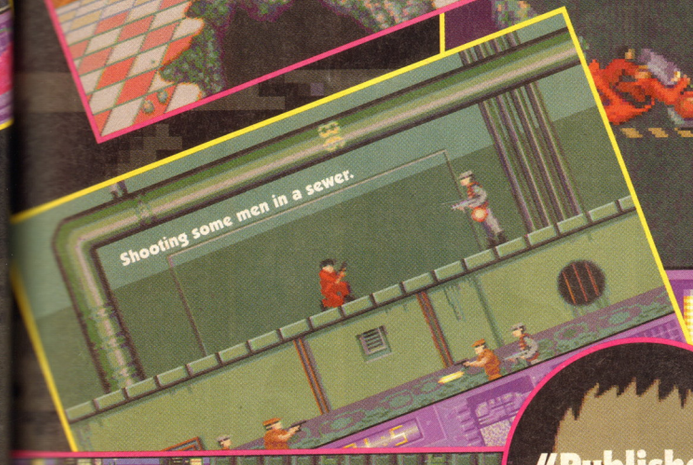
HMM, PUZZLING...

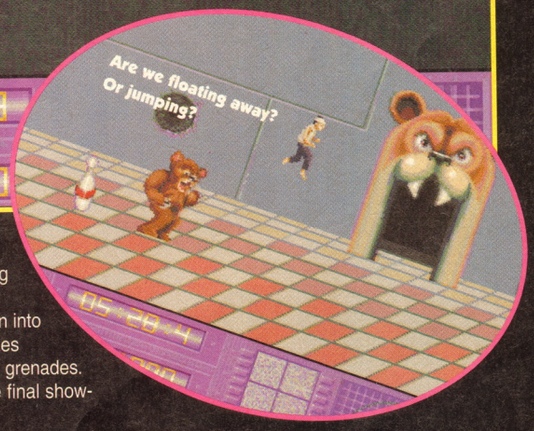
Hmm. Our path appears to be blocked by an oversized jack-in-the-box. Should we (a) attempt to climb over it, almost certainly getting killed by the deadly tears falling from the clown's eyes, or (b) simply walk around it?

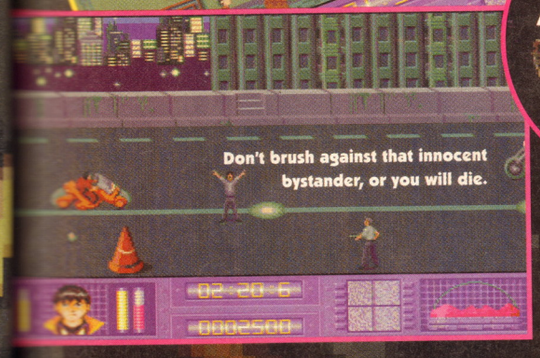


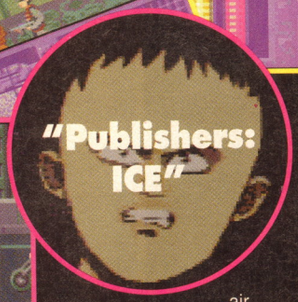
Oddly, (a), we climb over it. This is because, although the floor is drawn in three dimensions, you can only move in two. Or there's always option (c) – hurling your copy of Akira into the path of a fast-moving vehicle.











can go faster then you. Unless, that is, you collect EVERY SINGLE ONE of the "bonus" go-faster power-ups. Sigh.

NEO-TOKYO

But then... having typed in the next password, suddenly I longed to be back on that motorbike. For what come next are indeed platform shoot-'em-up levels, but of such lamentable quality that I, along with the rest of AMIGA POWER, weren't sure whether to laugh or cry. In the end they laughed while I, £30 lighter, elected to cry.

The budget doesn't appear to have stretched to a 'standing still' frame of animation for the little bloke you control, so instead one of the 'running' (or actually, 'mincing') ones is used, thus giving him a permanent list to one side. Then, when you tell him to jump, he floats about in the air imprecisely, without even a suggestion of inertia. Running jumps, essential to clear certain obstacles, are achieved by first pressing down-and-right to run, and then somehow switching to up-and-right at the appropriate moment to jump. It inevitably ends in disaster.

Your opponents are titchy little sprites which take loads of shots to kill, the game having presumably started out too easy. Either that or they skulk around on the floor where you can't shoot them because your gun will only fire horizontally.

Once the platform levels are out of the way (through judicious use of the Escape key and some more passwords), you're into the scrolling shoot-'em-up levels. These are perhaps the only bits of *Akira* which work even slightly, but you'll soon tire of having to pump four or five blasts from your twin laser cannon into the casually-dressed baddies before they'll stop throwing grenades.

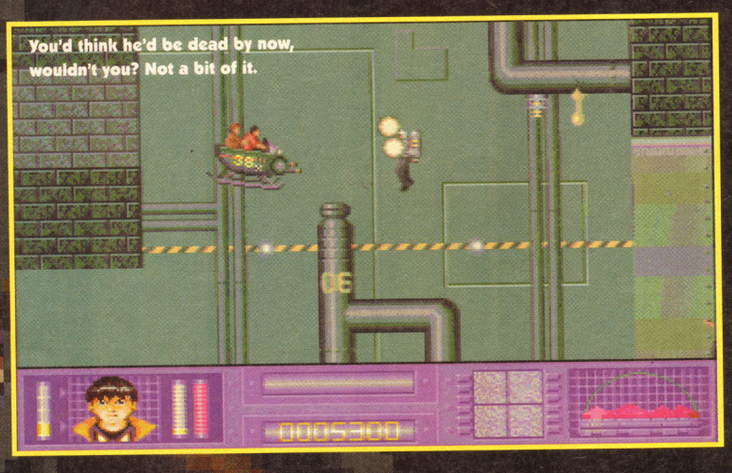
And lastly there's the final show-down with Tetsuo.

At no point does *Akira* even begin to approach the quality of the original film (generally agreed by AP to be pretty good, if unnecessarily hard to understand). The graphics aren't even remotely stylish or Japanese-looking, with feeble animation and messy colours. The presentation, involving digitised stills from the film, is fairly slick, but serves only to make the actual game look even more terrible.

And it's incredibly difficult. Being difficult isn't a bad thing in itself, of course, as long as it's done properly. But *Akira* is more unfair than difficult, with its loads-of-shots-to-kill baddies and unanticipatable dead ends. And it doesn't earn your respect in a way that makes you want to persevere with it, like a proper difficult game should.

Which is why you won't ever get past level one.

● *JONATHAN DAVIES*



UPPERS The chances are you'll never see most of it. A free T-shirt.

DOWNERS None of Akira's atmosphere. A hotch-potch of badly implemented, hackneyed sub-games. Dodgy graphics. Difficult in entirely unfair ways. Second disk drives flash their lights and make promising clunking noises, but this proves merely to be a cruel charade.

THE BOTTOM LINE

Quite how such a spectacular film has been turned into such an utterly wretched game isn't entirely clear, especially given the supposed involvement of the film's production company.

16 PERCENT

THE BOTTOM LINE

A1200 The same.

THE BOTTOM LINE

CD32 There was no way we were forking out another £30, so we borrowed The One's CD version. It was the same.

A LITTLE HELP GOES A LONG WAY

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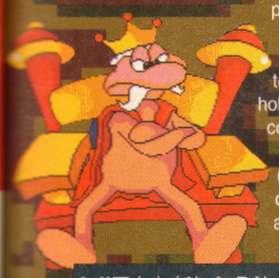
PINKIE

Pinkie! No! as Little Sister sang.

Runs on: A500, A600, A1200
Publisher: Millennium
Authors: Scott Williams, Data Design Systems
Price: £26
Release: Out now

Everyone's out to rip you off. The sinister corporation behind AMIGA POWER, for example, which compels us to carry enormous 'house ads' for their 'other' magazines, implying to you, our readers, some sort of AMIGA POWER seal of approval. In fact, we don't even read these 'other' magazines. If something's worth reading, we'll tell you about it without any kind of prompting from our evil mega-global corporate paymasters.

Similarly, software publishers don't play it straight. Recently there's been an alarming tendency either to hold back review copies until the game has gone on sale (as Team 17 have done with *Kingpin* and *ATR*, for example) or just not to send us review copies at all, as happened with *Akira*, *Vital Light* and, yes, *Pinkie*. Were we stupid people we could put this down to a regrettable oversight, but we suspect it's because the companies want to sell off as much of their stock as possible before our REVIEWS THAT ARE ALWAYS RIGHT point out THE TRUTH. Do not buy a game until we've reviewed it. We implore you. For the sake of your souls.



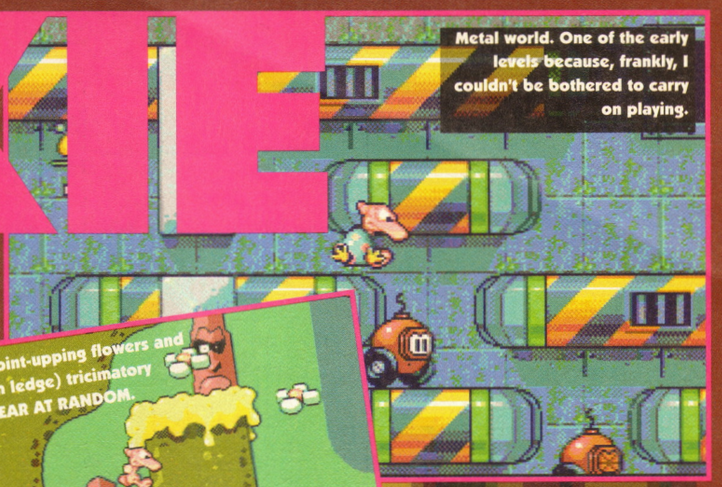
AHEM

Pinkie, then. Cursed with the worst instruction manual since that of *Populous*, it turns out after about an hour's hard work to be a commendably large, excitingly complicated, endearingly charactered, chicken socket fridging tedious platform game. Eggs are hidden on the levels and you have to drive around in your car and find the eggs and put them in your car and drive to the exit and buy items to upgrade your car and fight end-of-level monsters and go to the next planet and if you lose your car you have to buy another one and so go back a few planets and collect more point bonuses and lives and ugh ugh ugh.

The impressive bits are the car (it can do everything from 'swim' to 'extend' like the suit in *Robocod*), the eggs (if you drop them, they hatch and make a run for it) and the way that everything in a level affects everything else (so if, for example, you leave your car lying around, while you're off on the other side of the planet chasing an egg a monster's going to push it off a cliff). The unimpressive bits are the mind-numbing tedium (the empty levels make getting lost pathetically easy), the scrappy collision detection, the way that when you're in your car you're invincible so you just drive everywhere right up to the point where you have to jump out and pick up an egg whereupon (thanks to the inability to see beyond the boundaries of the screen and the scrappy collision detection) you get killed by a passing monster and have now lost your car (it being on a ledge unreachable without itself) but have to make your way back through the levels to the depot manually rather than (say) automatically restarting at that point, the Kangaroo Court-catalogue mechanics, the mind-numbing tedium and the way it's made me so furious I can't think of anything clever to write and have instead had to do yet another bald, single-sentence list of faults and annoy Steve the Prod Ed.

We had in the end to go and buy *Pinkie*, and so have experienced in full the misery of owning a feeble and worthless game. We pass on the benefits of this miserable experience to you. HEED OUR WORDS.

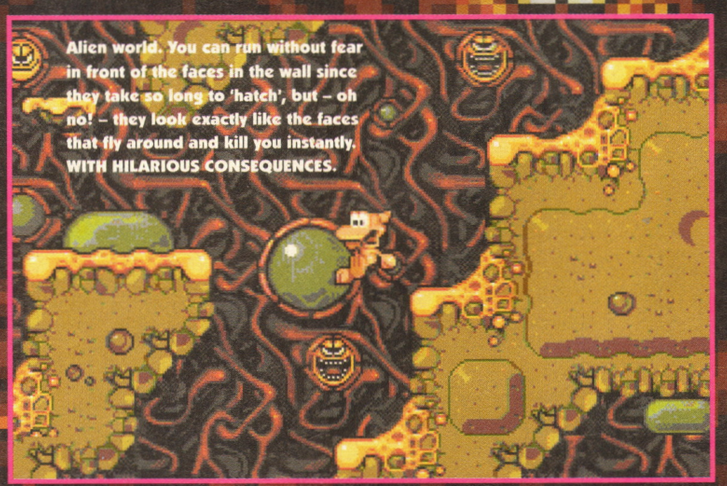
● *JONATHAN NASH*



Metal world. One of the early levels because, frankly, I couldn't be bothered to carry on playing.

Slime world. Point-upping flowers and (on the bottom ledge) tricimatory balls that APPEAR AT RANDOM.

A wall-busting glove, no idea, a speed-up icon, wall grabbers, a spring, a brake, flippers and snow chains. All for me and my car.

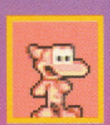


Alien world. You can run without fear in front of the faces in the wall since they take so long to 'hatch', but – oh no! – they look exactly like the faces that fly around and kill you instantly. WITH HILARIOUS CONSEQUENCES.

VITAMIN PINK

Pinkie runs!

Pinkie jumps!



Pinkie puffs!

And pants!

Pinkie... oh God. (Slump.)

UPPERS Commendably 'odd' multi-purpose car with well thought-out controls. I liked the bit where, if you run Pinkie around for ages without stopping, he puffs and pants forlornly. You can start from any level. You can drown Pinkie.

DOWNERS Doesn't recognise a second drive. You can't turn off the music. 'Up' to jump. Slippy-slidey ice world. Leaps of faith. It's huge and sprawling and empty and listless and pointless and dull.

THE BOTTOM LINE

There's a lot of *Pinkie*, but nothing to it (if you see what I mean). Wretchedly unsalvageable platform nonsense.

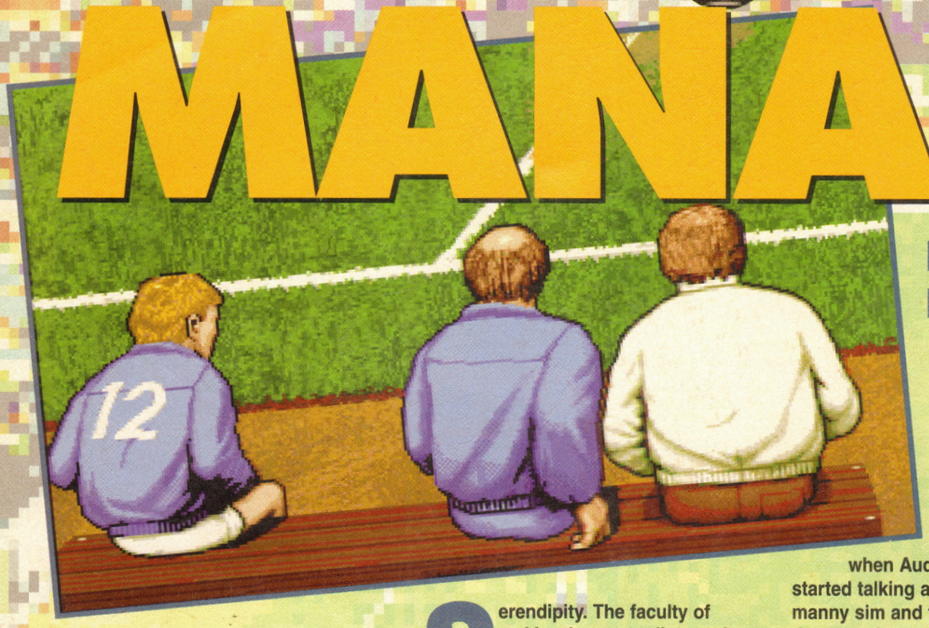
20 PERCENT

THE BOTTOM LINE

A1200

There's no A1200-specific version, but a CD32 one is at large. "Includes full-motion cartoon animation and CD digital soundtrack," it claims rashly on the back of the box. Our sinister agents seek it AS WE SPEAK.

SUPER LEAGUE MANAGER



Runs on: CD32, A1200
Publisher: Audiogenic
Authors:
Price: £30
Release: Out now

Blue is the colour. Football is the game.

Serendipity. The faculty of making fortunate discoveries by accident. That's what I've got this month. Like finding out that I've got more money in the bank than I thought by pressing the wrong button on the cash dispensing machine. And then discovering a record I'd been unable to find for ages filed in the wrong rack in the record shop while I was looking for something completely different. And like being the only person in the office when Audiogenic phoned up and started talking about their new footy manny sim and therefore being the one they sent it to and the one who got to review it. It's been a good month.

So why am I so pleased with *Super League Manager*? After all, on the face of it *SLM* is a very ordinary looking footy manny game. I mean for goodness' sake, there's a desk from where all the decisions are made which has every bog standard option going. See for yourself in the big box. But what makes *SLM* so splendid are two great features that you'll find in very few other footy manny games.

FIRSTLY

SLM is set in an imaginary world. You start life managing Folkford United, a team struggling so desperately in division four of the Audiogenic Super League that they would have been relegated into the Coldwell Freezers League at the end of last season had it not been for the bankruptcy of Polkrington Stanley. You're a player yourself, and a good one too – at least you were until a cruel injury cut short

TALK TOUGH. STAND TALL. WEAR THE TROUSERS.

TELEPHONE This is where the chairman gets hold of you when he wants to tell you off or praise you. You'll also get other managers ringing up asking to buy players, your trainer will give you a ring if he's got any problems and the physio will keep you updated on your injured or ill players.

FILOFAX This week's fixtures.

CALENDAR Clicking on this advances a day. You play a match every Saturday.

TITLE BLOCK Gives you the options screen letting you turn the awful music off (cheers).

POT PLANT This needs regular TLC. Or it dies.

DISK Loading and saving, natch.

CUP OF TEA If you don't drink this the tea lady gets upset with you and leaves you a note. If you persist she'll get annoyed with you and bad mouth you to the rest of the club. Poisonous witch.

CALCULATOR Your finances. Apply for overdrafts, raise your ticket prices and worry about how much in debt you are.

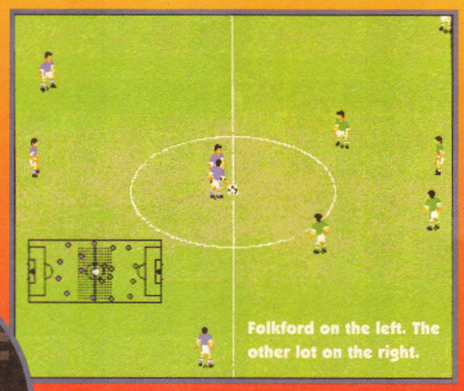
TEAM SHEETS From here you can see all your players, put them on the transfer list, arrange their training schedules and change their wages. Every Friday you can select your team for that Saturday's match and the formation they'll play.

WHO'S WHO/TRANSFER FILE A complete list of everybody and every team in the super leagues. You can get your scout to watch teams or individual players and make approaches to clubs from here.

NEWSPAPER Full match reports, league positions, situations vacant, and Emlyn Hughes' (no, really) news round-up. A vital tool.

IN TRAY Fan mail, hate mail and job rejections from other clubs. They all land in here.

IT'S WEMBLEY... IT'S INTERNATIONAL... IT'S SOCCER!



"No Ryan Giggses"

your career and forced you into management. You've been hired by straight-talking and tight-fisted chairman Les "You can call me Les" Wilkinson to restore the club's good fortune.

What this means is that there are no Ryan Giggses, or Andy Coles or anybody even remotely familiar playing in any of the 32 teams that comprise the four divisions of the Audiogenic Super League. Now, while this seems a bit daunting at first and requires more effort from you when playing the game to try to find out who your players are and what they're good at, let alone the hundreds of others, it is much more rewarding in the long run. You're not burdened by preconceptions and, providing you've got a healthy imagination, you'll get a lot more out of the game because of it.

SECONDLY

The other startlingly good feature is that there are minimal player statistics. Football is not an exact science where each player can be broken down into a reliable set of numbers describing their skill, strength, leadership and aggression and, unlike nearly every other footy manny game, *SLM* makes no attempt to do this.

You are given indicators as to what your players are like and you must use your judgement to decide how much weight you give to them.

The first and initially most impressive indicator is how much a player's worth. This gives you a good starting point for gauging their skill. Then before each match, when you're picking the teams, your trainer rates each players fitness, enthusiasm and performance as one of three things: declining, static or improving; although this may have as much to do with the training regime you're using as anything else (see below). And after each game every player is given a mark out of 10 by a sports journalist from The Gazette, giving you a clear indication of how well they're playing.

This imprecision is again hard to get used to initially – you just don't know who to pick. But as time goes by and you start to get to know your players it becomes apparent who's happy playing in what position, which players are right for you and which ones just don't fit in to your style of playing.

Plant.

TRAINING

The key to success in *SLM* is training. You have to choose the right routines for the right players. Every Monday morning you have to choose from a range of options the extra training that each player will do that week. The actual process of selecting the training can sometimes be a bit tedious, especially on the CD32 version where you have to waggle your joypad all over the place, but the rewards to be gained are immense. If you're getting things disastrously wrong your trainer and the chairman will let you know, and as soon as you start to get things right the results will speak for themselves.

Happy plant.

Sad plant.

KICK OFF

So you've picked your team and they've spent a week training hard and it's finally match day. What happens next? Well, in common with most footy manny sims the actual match day is a bit dull. Pictures of cheering fans when you score a goal, teleprinters tapping out the results – you know the kind of stuff. But, BUT, *BUT SLM* has something else as well.

Every week there's a 'match of the day' *('Week', surely. – Ed)* which you can choose to watch. Every five or so games you're one of the teams featured and you're given the opportunity to play the game yourself. Whether you watch or play, you're using the game engine from *Wembley International Soccer* which scored a very respectable 85% when Conniving Scots Blackleg Steve McGill reviewed it in AP39. So in some respects you're getting two games here for the price of one. Unfortunately this is the one area in which this otherwise excellent game has a small problem. There's no option to practice the actual playing side of the game, and as a game that you control only comes up every couple of hours of playing, there's not much chance that you'll get to be much good at it. Not unless you've got a copy of *Wembley International Soccer* already, that is.

It's still a welcome addition though, particularly if viewed as the slightly superfluous icing to an already fruity cake.

Soccer League Manager is fantastic fun. Playing this you'll enter into a little fantasy world of your own and only be dragged out by the cruel necessities of the physical body. Buy it and enjoy.

● *STEVE FARAGHER*

UPPERS A make-believe world that lets your imagination do the work. The game is intellectually challenging and very deep. The atmosphere is perfectly maintained right down to the smallest details.

DOWNERS It can seem a little daunting at first. Setting up training schedules every week can become tiresome and you don't get enough chances to play *Wembley International Soccer.* There ought to be an option that lets you play a weekly practice match.

THE BOTTOM LINE

A great game that dares to be different. I'd grown tired of ordinary football management games, and was so delighted to find one that so fully rekindled my enthusiasm that I've offered to do tips pages on it next month.

89 PERCENT

THE BOTTOM LINE

A500 There will soon be an A500 version that will work with *Emlyn Hughes International Soccer* in a bizarre symbiotic fashion. Expect a full report next month.

VITAL LIGHT

Light, certainly. But vital? Certainly not.

Runs on: A500, A600, A1200
Publisher: Millennium
Authors: Efecto Caos
Price: £30
Release: Out now

There are moments that make working with computer games worthwhile. Moments such as the arrival of *Guardian*, for example, untrumpeted and fantastically good (and, incidentally, with keyboard control on the A1200 version if you select the joypad option and use the arrow keys: cheers Mr Programmer; no cheers Mr Instructions), or being asked what's wrong with a game and having those criticisms acted upon, or being introduced to *Knights of the Sky*, or being sent It's a Skull (the *Valhalla* Remix), or finding a photograph of Louise Brooks in the pile of largely terrible magazines we keep being sent, or pulling off a *Gravity Force 2* power-swoop from the top of the level to hit the other ship three-quarters of the way down and pummel him into submission before he quite realises what's going on.

And then there are moments like the arrival of *Vital Light*. Why have Millennium released *Vital Light*? Five minutes into playing this game I knew, to the marrow of the bones of my soul, that it was wholly, hopelessly, fundamentally, irredeemably terrible, and I refuse to believe the company's playtesters could have missed that and still have been able to look each other in the eye.

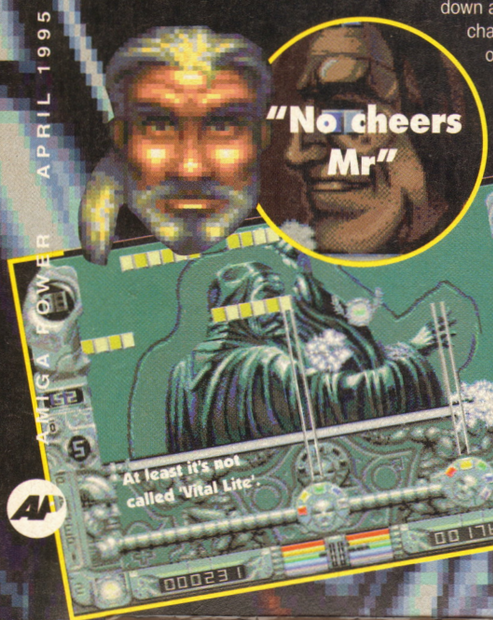
The game is a wannabe puzzler where rows of coloured blocks fall and where you, with the aid of a rotating disc firing coloured beams, have to turn all the blocks in the row the same colour so the row disappears before crashing down on a ricketty barrier. Complete a level and the barrier moves up a notch so you've less room to manoeuvre. Complete eight levels for a password, and complete fifteen levels to move to the next stage.

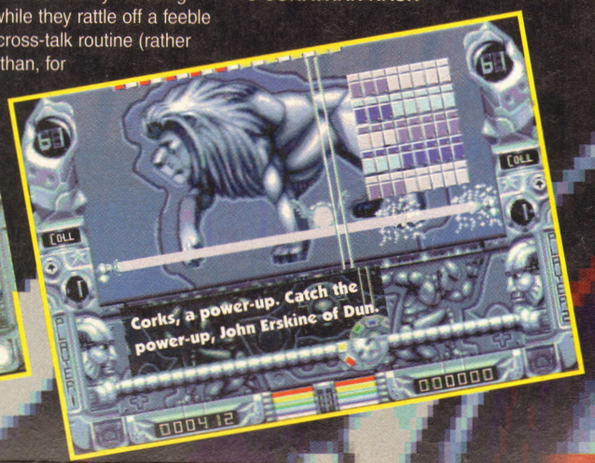
CRIMINAL

Vital Light is extremely boring. Blocks fall, you count how many green ones there are as opposed to red ones (say), you select from your finite supply of green or red appropriately and you shoot them. The only possible trick comes with being able to turn blocks any colour, so if you couldn't be bothered reaching blue (or whatever), you could turn the entire row yellow. Of course, you'd then quickly run out of yellow and be scuppered. So all you do is remember to use the 'correct' colour, as having more such blocks than you had ammunition to paint would clearly be impossible. There's an attempt to complicate matters by having two shades of each colour (a hit cycles from light to dark and back again) but it just means more shooting. Power-ups do things like freeze the blocks, some blocks have to be made specific colours, some rows fall faster than others and obstacles appear occasionally to get in your way or knock out your gun, but *Vital Light* is still a game of sitting there and shooting things with coloured beams. It's only when lots of small blocks fall or a faster row brings down a wedge of blocks that things change, but even these moments are only mindlessly panicky and irksome rather than exciting. The computer opponents are a joke – there's an option to 'meet' them, but this involves merely watching while they rattle off a feeble cross-talk routine (rather than, for example, being able to challenge a different one or betting that you'll win the next match, or something), and they don't appear in the game itself. (They're supposedly the people dropping the blocks.) Even the two-player mode is pitifully dull – you play exactly the same game, but split the playfield down the middle in co-operative mode, or bang into your opponent to put off his aim in combative mode. And, as a shiny cherry for the game's unpleasant sundae, the blocks in a level fall in patterns so if you lose the first time round, you know what to expect in the rematch.

Vital Light is crap.

● *JONATHAN NASH*





UPPERS Combined mighty being cogitation led to, "The preview captions were quite funny."

DOWNERS The controls are horrible, using 'up' to fire and fire+left/right to cycle through the colours, so moving diagonally (as you do almost inevitably) means you fire the wrong colour. The basic idea is flawed: there's no facility for planning ahead, you're just shooting down a row at a time. It's repetitive, it's uninvolving, it's extremely dull even with two players. AND IT DOESN'T RECOGNISE A SECOND DRIVE.

THE BOTTOM LINE

Calling *Vital Light* a puzzle game is a lie, and as a shoot-'em-up it's excrementally bad. *Vital Light* is awful, and Millennium must surely know that.

11 PERCENT

THE BOTTOM LINE

A1200 As with *Mr Blobby*, the back of the shoddy poster discloses the existence of a special A1200 version for only £10 more. Good lord.

KINGPIN

Sttrriiikkke! This game off your shopping list.

Runs on: All Amigas
Publisher: Team 17
Authors: In-house
Price: £13
Release: Out now

I've been fiddling about with this for days. Leaving it for a bit and then coming back, and even going so far as to set up my own player, play a few games and take a peek at my statistics. You see, the first thing you notice about *Kingpin* is presentation.

It's obvious from the title screen that we're dealing with a ten-pin bowling sim, but as soon as the main menu pops up you're bowled – yes – over by the number of options.

SWING

Do you want to play a quick game? Or a whole series? How about the Arcade Spares Challenge? Or if you're more serious than that, what about creating a few players? And as I've already mentioned, you can keep checking out your own stats after every competitive match to see how you're doing. And that's only the beginning.

But to start with you'll probably want to skip all that and get out onto the alley. And if you're anywhere near as cynical as me, you'll be wondering just exactly what can be done with ten-pin bowling to turn it into an entertaining computer game. I've played a few PD versions, and they're okay if a bit dull. And although Team 17 have done their best with the presentation and look and sound of the game, I still can't imagine fighting for possession of it when there's nothing much to do on a Friday afternoon.

This isn't because the game is awful, or bugged, or doesn't work properly. It's because you throw a ball down the lane, having selecting the weight, power and direction, and then put a bit of spin on it using aftertouch. And you see what happens. Which is fine for a while, but before too long you've tried all the possibilities and you're starting to get bored. The tedium is worsened by the way the computer-controlled player will almost always select the same weight of ball and throw it in exactly the same direction. And he tends to score a strike almost every time, which, as well as being boring, is really annoying.

CURVE

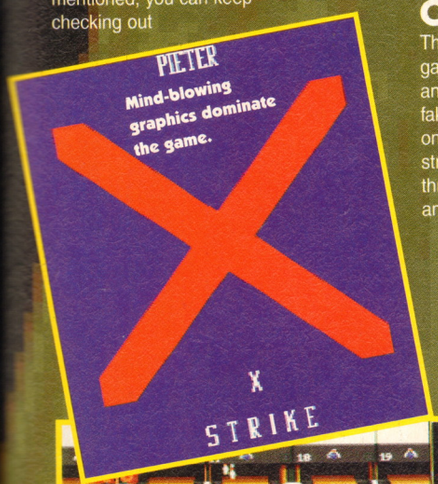
The saving (quite literally) grace of the game is the way you can create players and back up their stats, so that you can fake some sort of career for yourself (I'm on a 166 average after four games with 12 strikes to my name). And if you can get three or four friends to visit you regularly and set up a little league, then you might even get some fun out of it.

It's laudable that the game is being released for only £13, and that Team 17 have clearly tried to put everything they possibly could into it, including some amusing speech. But the overriding sense of dullness never goes away. And in all the time I've been playing it, it's always been a case of "Oh well, nothing better to do. I'd probably better have another crack at *Kingpin*", rather than "Hooray, now I've finished that I've just time for a quick go on *Kingpin*." You could argue that's got more to do with AMIGA POWER's vast and mighty library of alternative games. But, of course, you'd be wrong.

● *PAUL MELLERICK*

The scoreboard.

Here's a close up of the action. It never lets up.



I know someone who has a shirt even more orangey than that.

Looks good, but you'll never know how many I got.

UPPERS Practically everything you could think of has been shoved in. There's loads of speech and 'real' bowling alley samples. There's the chance to create players and then save their statistics. And it's only £13.

DOWNERS But computer ten-pin bowling simulations have been done before. And they've all suffered from the same thing: tedium. The game always plays the same way, unless you close your eyes or something, and the computer opponents always know where to put the ball and how hard to throw it.

THE BOTTOM LINE

This overall score may seem a bit harsh, especially when you take into account all the extra features that have been included. But *Kingpin* is only fun for a short while, before becoming increasingly repetitive and tedious.

47 PERCENT

THE BOTTOM LINE

A500 Slightly duller graphics and sound are the only things that non-AGA machines will suffer from. But they don't make that much of a difference.

POINTS OF VIEW

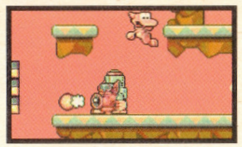
Good games 2 – The encroaching forces of the SMOKY ONE himself 5. Damn.

SKIDMARKS 2

ATR

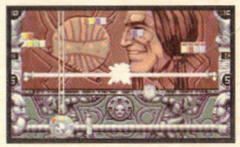
KINGPIN

AKIRA



PINKIE

SUPER LEAGUE MANAGER



VITAL LIGHT

JONATHAN DAVIES	Just like racing real cows ★★★★★	Just doesn't really work ★★★	Just ten-pin bowling ★	Just awful ★	Just about okay ★★★	Haven't played it	Unjust ★
CAMERON WINSTANLEY	Woop-woop! Play again! Wahay ★★★★★	Erm... *Skidmarks* anyone? ★	Umm... *Skidmarks* anyone? ★★	Wish I hadn't played it ★	I know, let's play *Skidmarks* ★	Haven't played it	I'd rather die than play again ★
STEVE FARAGHER	Made me stay late ★★★★★	Made me sob ★★	Made me sick ★	Made me sore ★	Made me snigger ★	Made me smile ★★★★★	Who?
JONATHAN NASH	The Eight-player Cow Game of Champions ★★★★★	I refer the honourable members to Kangaroo Court 10 ★	Bowls, more like ★★	Impossibly poor ★	Can't... do... plaid... ★	Couldn't face playing it	Bagsy a good game next month ★
PAUL MELLERICK	New Zealand, The Place of Champions ★★★★	Annoying, Terrible, Racer... more like ★	Please, I'm trying to target ★★	Legend of the over-hype ★	Little finger more like ★	Super League Management ★★★★	Light switch off ★
WALT DISNEY	You're fired, Ed.	And I hear you're a communist	Kids love Disneyland	I'm sure they were here a moment ago	Commie pinky subversive, more like	Clarence Cancer	I'll be back

ON SALE 20TH APRIL

NEXT MONTH

MORE OF THE SAME. YET MIGHTIER STILL.

Having embraced 'e-mail' and DISSEMINATED ESSENTIAL INFORMATION about 'multimedia' and 'the future of videogaming', we looked for a new challenge. Next month we give you a choice: an ordinarily fantastic issue of AMIGA POWER, or the same WITH A CD ON IT. Corks.

DUEL WITH THE EDITOR OF AMIGA POWER

AND WIN A COPY OF *DAWN PATROL* AND A SET OF FANTASTIC FLYING GEAR TO WEAR WHILE YOU'RE PLAYING IT!

The Edwardian era was a time of honour and chivalry, when gentlemen were gentlemen and played by the rules. This spirit of sportsmanship was carried through to the war in the skies above France, where decent chaps duelled for supremacy in woefully inadequate flying machines. Pilots would sometimes risk their lives by flying over the base of a defeated enemy and dropping a message of respect. That's the kind of guys they were. And you'll discover all this for yourself if you play *Dawn Patrol* from the finely-named Empire, which we gave 80% last month, and hopefully become a better person for it.

SHEEP

To fully appreciate *Dawn Patrol*, however, you really need the correct clothing to play it in. Realising this, we asked Empire to send us a set. It was immediately seized upon by Jonathan Davies, who has been walking around all month in an enormous sheepskin flying jacket, a fur-lined leather helmet and a pair of Halcyon Mark 6 RAF goggles, the soundproofing qualities of the helmet rendering him impervious to our laughter. Sadly, however, clarification from Empire revealed that all this stuff is too expensive for the likes of Jonathan, and is instead to be given away as a competition prize to one of you, our lucky readers. Empire are also including a copy of *Dawn Patrol* itself.

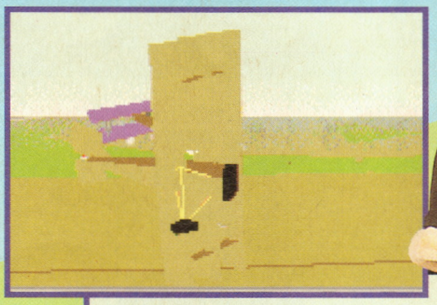
WRESTLE

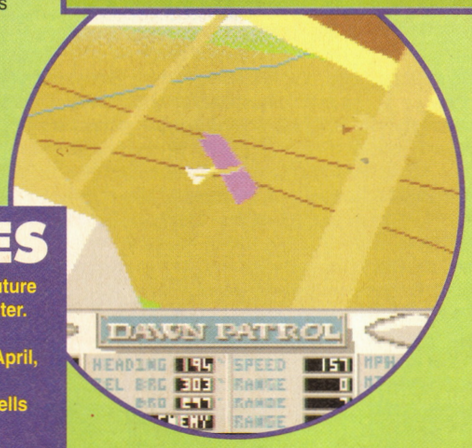
Jonathan is, inevitably, highly resistant to this idea, and has insisted upon a quite draconian task for you to perform. He wants you to challenge him to a duel to the death, to wrestle from him the prize.

Quite how you lay down the gauntlet is up to you, but the winner will be the one who is deemed to have done it in the most original, creative and – of course – gentlemanly manner.

But it doesn't end there. The rules of chivalry state that once a challenge has been made, it must be followed through. So our prospective winner will be invited to the AMIGA POWER office, expenses paid, to battle at *Dawn Patrol* with Jonathan. (In a manner yet to be decided, since *Dawn Patrol* unfortunately doesn't feature a serial link option.) Only in defeat will Jonathan grudgingly give up the prize. "It might go to best-of-three, depending on how things work out," adds Jonathan. "Or five."

Think hard, then, and address your challenge, in whatever form it might take, to: **I Am An Undeserving Charlatan And Sincerely Hope I Lose Compo, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive by 30th April, 1995.**



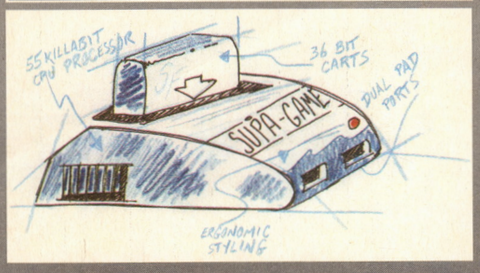


THE RULES

1. Employees of Empire and Future Publishing aren't allowed to enter. Damn it.
2. Entries must arrive by 30th April, 1994. All right, 1995.
3. The editor's decision is, he tells us with a smile, final.

ESSENTIAL INFORMATION about 'multimedia' and 'the future of videogaming', we looked for a an ordinarily fantastic issue of AMIGA POWER, or the same WITH A CD ON IT. Corks.

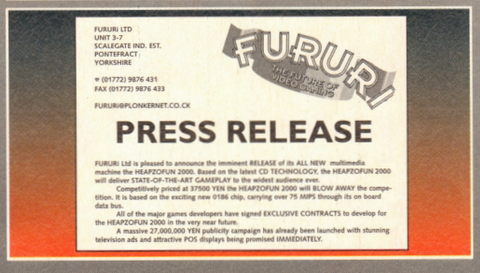
IMPRESSION!



Blueprint for a brighter future
Phase 1: Artist's Impression

Curiously, the development of a new video games machine is initiated not in the laboratory, nor even in the boardroom, but on the artist's drawing board. The artist, that is, of one of the world's leading games magazines, which, stuck for a new version of *Street Fighter 2* to write about this month, decides to fill space with a carefully-blurred speculative sketch. This is generally light-blue or silver, or, if the current vogue is for light-blue or silver games machines, black. Any suggestion of what might lurk inside its smooth contours is avoided because IT DOES NOT MATTER.

STATEMENT!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FURURI
THE FUTURE'S NOT WHAT IT USED TO BE

PRESS RELEASE

FURURI Ltd is pleased to announce the imminent RELEASE of its ALL NEW multimedia machine the HEAPZOFUN 2000. Based on the latest CD TECHNOLOGY, the HEAPZOFUN 2000 will deliver STATE-OF-THE-ART GAMEPLAY to the widest audience ever.

Competitively priced at 37500 YEN the HEAPZOFUN 2000 will BLOW AWAY the competition. It is based on the exciting new 0186 chip, carrying over 75 MIPS through its on board data bus.

All of the major games developers have signed EXCLUSIVE CONTRACTS to develop for the HEAPZOFUN 2000 in the very near future.

A massive 27,000,000 YEN publicity campaign has already been launched with stunning television ads and attractive POS displays being promised IMMEDIATELY.

Blueprint for a brighter future
Phase 2: Impressive Statement

After glancing at the profit graph edging its way towards the skirting board behind him, the managing director of the company concerned will emerge with a list of 'recently declassified' specifications (usually arrived at by hastily doubling all the figures on his nearest rival's latest spec sheet and staining them with cold tea). CD access rates, running speeds, memory and some sort of 'special' chip allowing the machine to do 'special' things are all discussed. The fact that all this is unlikely to bear any relation to any video games machine which may eventually appear IS IRRELEVANT.

HYPE!

Blueprint for a brighter future
Phase 3: Media Hype

The timing of Phase 2 means that magazines are forced to run another story, reprinting the artist's impression alongside the list of incomprehensible technical specs. Armed with facts, official confirmation AND an increasingly overused picture, TV programmes run brief news pieces. The magazines get excited about the TV coverage and run a further three months of stories. Feeding off itself like a pack of hungry rippy fish, the media whirlwind leaves the public in no doubt that this will be THE BEST GAMES SYSTEM YET.

A BETTER TOMO

'HANDS ON' DEMONSTRATION

Las Vegas, Spring '95

The very latest **news** from across the entire world of videogaming features a shock announcement in **Las** Vegas. **Verge** was there

VERGE magazine April 1995

The gaming world was **stunned** by the arrival of newcomers Universal PremierLaserInnovations OfBracknell's revolutionary new MegaConsole. Press and trade visitors to this mammoth exhibition who came expecting news from the **big four** were amazed by the shock proposals put forwards by this small garagebased company from the Home Counties.

As Verge exclusively revealed last month, managing director Jon-Boy Davies had been "holding talks with Silicon Graphics and id software about an exciting new venture", prompting Verge to **speculate idly** about the possibility of the UniversalPremierLaser InnovationsOfBracknell Wombat KD57 PlayGame CD system. Excitement in Japan was so intense that at one point, more than 300,000 people queued overnight for the chance to get one of the 11 machines **in** Tokyo.

But it was Las Vegas that saw UPLIOB's masterpiece revealed, and it now appears that last month's 16-page cover feature and pullout supplement may have contained some **material** inaccuracies. The new machine is in fact called the UPLIOB Kyushi LM47B CartFun, and although the version on display was a mockup made from egg boxes and **marzipan**, excited press photographers pushed, jostled, and in many cases stabbed their way to vantage points.

So we were clearly wrong about the 3DGOONBUYONE, the PlayStation, the JaguAr and pretty much everything in the previous 15 issues. THIS is the console to buy, and all the others are crap. [*sub: check this please*] **The future is almost here.**

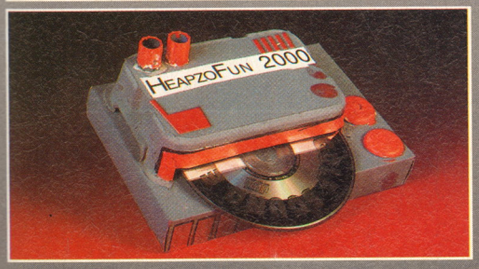
UPLIOB Kyushi LM47B CartFun tech specs

Box Dimensions:	165mm x 257mm x 137mm
Disc capacity:	12.45 gallons (imp)
Numerical Aperture:	0.67
100m Hurdles:	13.7 seconds
Error Correction:	CARK secondary
Capacity:	3.7 buffoons

The UPLIOB Kyushi LM47B is the hit of the 3-day Okinawa Super-Kart fair. With texture mapping like this, who cares?

Let us now applying the techniques we have learned to our very own super console in the mythical 'serious' games mag Verge that we've mocked up purely for demonstration purposes.

MODEL!



Blueprint for a brighter future No 4: Machine Prototype

It's smooth, it's stylish, it's official and it's quite clearly made of balsa wood. It's the exciting mock-up of the new machine, and it looks uncannily like the original artist's impression. Shock 'news' surrounding the unveiling of the model comes in one of two versions:

1. We said it was going to be a CD machine, but it takes carts.
2. We said it was going to be a cart machine, but it takes CDs.

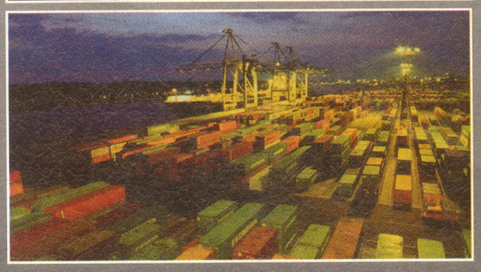
PUNTERS AROUND THE WORLD SPONTANEOUSLY COMBUST WITH ANTICIPATION.

QUEUING!

Blueprint for a brighter future No 5: Japanese People Queuing

Japanese people love the latest technology so much that every year they all throw away their electric toothbrushes and fridges so they can buy new ones. They love to queue up in an orderly manner too, so you can imagine their delight when they learn of the release of the latest piece of droolsome gamefodder. Pictures of thousands of Japanese people queuing outside a department store all night are an ESSENTIAL AND FREQUENTLY OVERLOOKED ASPECT OF THE FUTURE OF VIDEO GAMES.

LAUNCH!



Blueprint for a brighter future No 6: The Official Launch

Approximately two years later, following postponements due to "product shortages" and "thousands of the last bloody machine we still can't get rid of sorry where were you calling from again", a ship docks at Liverpool containing a large quantity of unsold consoles with "PAL" written on them in felt-tip and solder oozing from the back. This constitutes the Official European Launch. Sadly, nobody notices, as Japanese mags have recently carried blurry pictures of a black, angularly-shaped new games console...

RROW

After AP46's MultiMedia guide, you're probably asking, "What excitement does the future of video games hold, then?" Admire our diligence in answering that question.

New games! Bigger! Faster! More! "What's going on?" ask Richard Teideman from Bromley and Marie Arymar from Bournemouth, prompting the AP Perception Periscope to rise from beneath the waves. Witness streams of silvery air bubbles streaking through the Sea of Knowledge as AMIGA POWER submersibly despatches a further barrage of TruthTorpedoes.

So – what's all this mystery and excitement surrounding the future of videogaming then? Are we destined to become caught in an eternal stream of add-ons, upgrades and shiny new machines? Can Capcom possibly squeeze out yet another version of *Street Fighter 2* to accompany the latest Sony PlayThing or Panasonic 3D-NO-IT'S-NOT-SELLING, or will there come a point where the buying public says "Oi! Capcom! No!"?

The future of video games offers a dazzling and bewildering array of new machines and incomprehensible technical specifications, but what does it actually offer the punter on the street? Ingest the bitter pills of two radically opposing viewpoints so that you may make up your own mind. Truly knowledge IS power.

One view is to believe that the Next Big Thing in the game world is the only thing that you (the public) and us (the game journos) ever think about. According to this theory we're driven by a desire to know when the newest, most powerful game machine EVER will hit the street and how much it will cost. This is the theory that corporations fuelled by GREED and PROFIT actively promote in glossy advertising, and therefore is the more mainstream viewpoint.

The other theory is that the current wave of interest in games that started with *Sonic* has ended with *Doom*, that the computer game wars have been fought through the '90s and that the PC has won hands down. This is a scary notion to the thousands of people who write, market or review games for a living, so the theory claims they've conspired to contrive a false reality where the Next Big Thing is just around the corner in the vain hope of retaining the massive interest level of 1991. And, of course, their jobs. Their main hope is supposedly that the public will splash out hundreds of pounds on a string of impressive but poorly supported machines that are destined for obscurity while magazine publishers hang numerous short-running titles off the firework-brief interest in this conveyor belt of failures. This is a viewpoint not particularly favoured by the corporations fuelled by GREED and PROFIT, and it's entirely possible that by DISSEMINATING THIS ESSENTIAL INFORMATION WE HAVE FORFEITED OUR LIVES.

AND FINALLY...

Perhaps the future of video gaming is an odd thing to be worried about. Perhaps you could take time out from pondering which version of *Street Fighter 2* will arrive with the next super console and take a look at the future of other, more pressing, more important issues.

THE FUTURE OF COLA WARS

("Cake" – Ed) **or** ***("Epilepsy" – Ed)*** **– which of these two soft drink giants will ultimately gain global supremacy? With brandname bottled water featuring so prominently in Gulf War TV coverage, will these twin Kings of Caries step up the odds from setting fire to the occasional ingenuous pop star's head to an all-out armed conflict, conducted in the Third World of course, giving the world a true taste of the Real Thing?**

THE FUTURE OF TIME

With the advance of the Global Village, the Internet (see AP41), fast food and e-mail, we're all getting used to the idea of everything happening instantly. In this modern world, aren't time zones a bit outdated? Shouldn't we have the same time everywhere to avoid internal misunderstandings, business confusion and jet-lag? And shouldn't we base it on Greenwich Mean Time so that we're not the ones who have to get up in the middle of the night to go to work?

THE FUTURE OF AMIGA POWER

Maybe we could have more and more features as the number of games decreases. And maybe we could start dropping the occasional comment about how PCs aren't actually that bad, and that what the market really needs is a mag just like AP, only for PCs. Yes, that might work.

THE FUTURE OF RETRO POP

In the late '80s, the charts were full of '50s music. In the early '90s, the charts were full of '70s music, and now we hear that '95 is set to be the year of the '80s revival. Charting this exponential advance, we've calculated that by 19th August this year, the two pop time lines will converge, and groups such as Eternal and Boyzone will be doing nostalgic covers of Oasis and Take That songs that are still in the charts.

THE FUTURE OF THE AMIGA

Er... ***(That's enough about the future of things. – Ed)***

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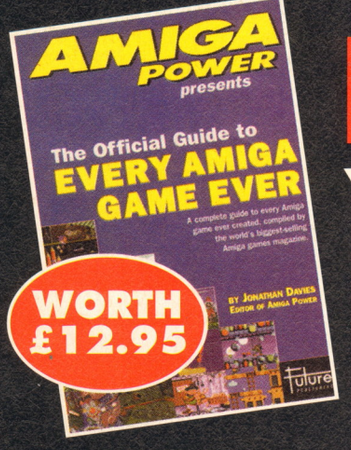
CANNON FODDER 2

ALADDIN



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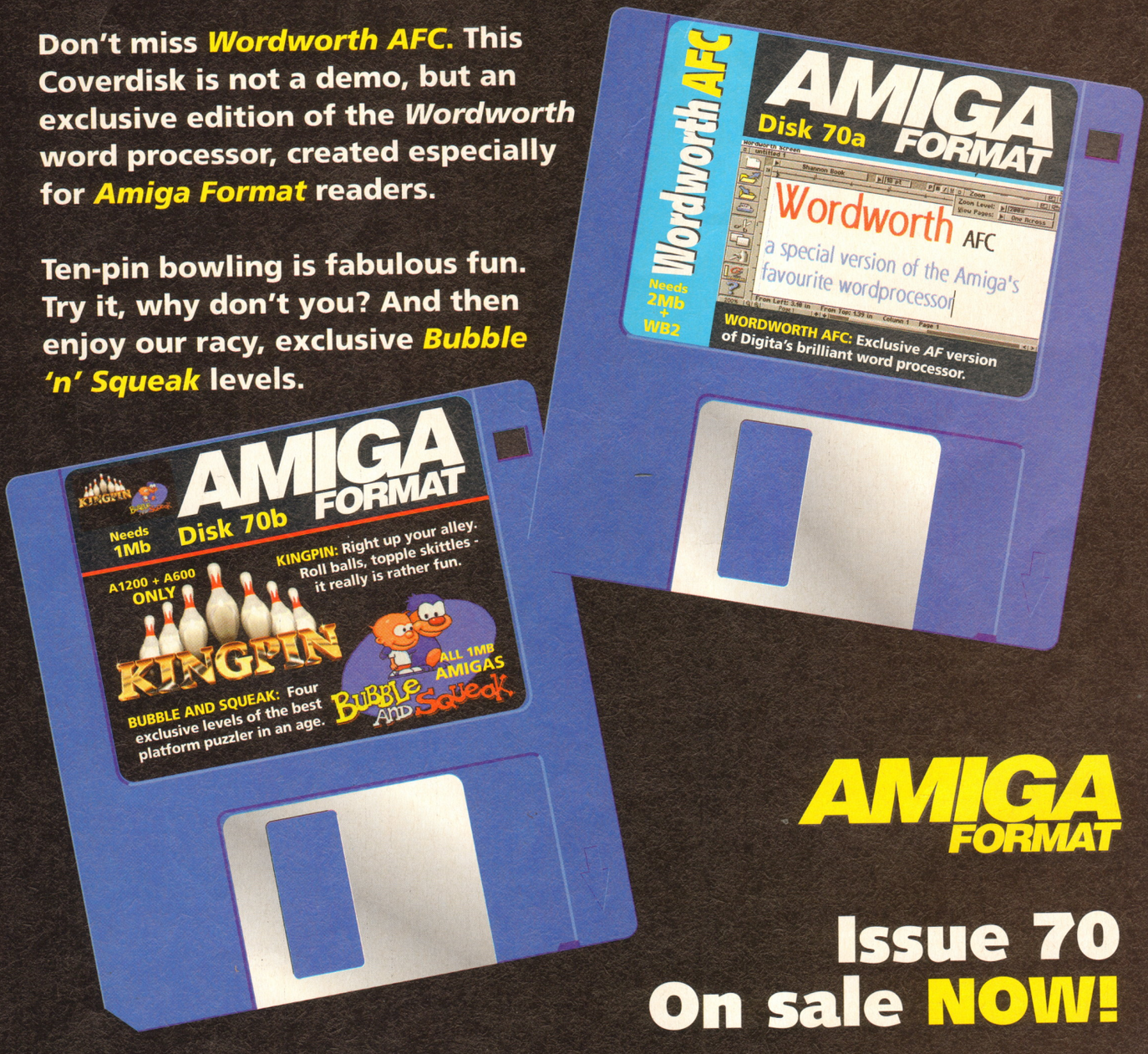
WORKING WITH WORDS

AMIGA FORMAT
APRIL 1995

Wordworth Exclusive!

Don't miss ***Wordworth AFC.*** This Coverdisk is not a demo, but an exclusive edition of the *Wordworth* word processor, created especially for ***Amiga Format*** readers.

Ten-pin bowling is fabulous fun. Try it, why don't you? And then enjoy our racy, exclusive ***Bubble 'n' Squeak*** levels.



AMIGA FORMAT

Issue 70 On sale NOW!

COMPLETE CONTROL

Eating death? Biting the dust? Receiving it rather sharply in the groin of failure? Don't fret. AMIGA POWER is here to help you kick ass, show them who's boss, surf the waves of victory and patrol the highway of success. High on tips, low on jokes: Rich Pelley.

FLINK

(Psygnosis)

The cheat, from Martin Lewis of Darlington, gives you access to every spell and level. Start as normal, press Down and Pause, release Down keeping Pause pressed and press Right, Right, Right, Left, Left, Left, Right, Right, Left, Left, Right and Left. And that, according to Martin, ought to do the trick. Andrew Brice of Purbrook, on the other hand, supplies some selective hints and tips.

Mix up spells as follows:

- **Quickgrow:** Leaf, feather, silver ring
- **Spirit Bomb:** Feather, gold ring, leaf
- **Lightning:** Two diamond rings, feather
- **Dust Devil:** Leaf, silver ring, Feather
- **Demon:** Gold ring, mirror, necklace
- **Shrink:** Mirror, necklace, amulet
- **Ghost:** Skull, tooth, magic root
- **Platform:** Feather, tiger eye, feather

Look out for extra lives on the first level:

- By ignoring the springy leaf, walking through the tree and jumping quickly on and off the platform.
- By bouncing on an enemy's head to reach the platform just after the springy leaf.
- By taking the first two leaves following the stalk and jumping left.

And take out the end of level baddies thus:

- The Hairy guy with stilts: Run beneath him as he jumps, walk with him, pick up the boulder when possible, jump as he turns at the bridge, climb the platform and throw the boulder.
- Walking machine: Walk to the far right, take a boulder, bounce on the spring and aim the rock at the drivers.
- Ape: Move into the gap which opens, wait for the apples to fall and throw the bright red one.
- Spirit: Avoid his hands as he claps, and use the smoke clouds to squash him on the head.
- Wainwright: When the fireballs stop, attack. When he morphs into a dragon chuck the creatures he spews back at his cranium.

PREMIER MANAGER 3

(Gremlin)

So says Chris Dodd of Reading.

"Here are the official cheat phone numbers: Go to the telephone and click on the numbers with mouse.

400040 – Gives players high fitness and morale and both feet. Anyone you couldn't sell you will now be able to. The director's debt will be cleared, as will the number of votes of confidence. Insurance will also be boosted.

343343 – Gives you an extra £300,000, and can be used as often as you like.

1) Always start off with Halifax Town as they have the best strikers.
2) Always put your striker in number nine.
3) Set defensive players to long shooting.
4) Set midfielders to long shooting.
5) Set strikers on medium shooting, expect for player number nine who should be on short range.
6) Never sell youth team players.
7) Ensure that all players have at least four matches lined up by the end of the season, including any youth team players. They will improve more.
8) Set defence passing to 70%.
9) Set mid-field passing to 60%.
10) Set attack to 75%.
11) Hire the best staff you can afford.
12) Buy players through the phone as this enables you to find out about contract players and therefore save money.
13) Always keep your players in training.
14) Always keep morale at seven or more.
15) Use player loans as often as possible.
16) For the Conference you must have:

- Ground safety – two stars
- Ground facility – basic
- Gym – None
- Ground rating – 40%
- League seat price – £5
- League terrace – £3
- Cup seat – £8
- Cup terrace – £5
- Overdraft/loan – £250 000/£50 000

17) For the Third Division you must have:

- Ground safety – two stars
- Ground facility – Average
- Gym – Basic
- Ground rating – 50%
- League seat price – £8
- League terrace – £5
- Cup seat – £12
- Cup terrace – £8
- Overdraft/loan – £750 000/£10 000

18) For the Second Division you must have:

- Ground safety – three stars
- Ground facility – Good
- Gym – basic
- Ground rating – 60%
- League seat price – £12
- League terrace – £6
- Cup seat – £18
- Cup terrace – £9
- Overdraft/loan – £2 000 000/£200 000

19) For the first division you must have

- Ground safety – four stars
- Ground facility – Excellent
- Gym – Average
- Ground rating – 70%
- League seat price – £14
- League terrace – £8
- Cup seat – £21
- Cup terrace – £12
- Overdraft/loan – £5 000 000/£500 000

20) For the Premier League you must have:

- Ground safety – four stars
- Ground facility – Excellent
- Gym – Average
- Ground rating – 80%
- League seat price – £16
- Cup seat – £24
- Overdraft/loan – £8 000 000/£750 000

POWERDRIVE

(US Gold)

Some more codes, from aptly-named Tony Friend of Didcot.

Stage two (with $17,809) – BLJULCBMMBBB1UDLXMHE
Stage three (with $32,733) – CBGBSFM8MBBCWSQ3XMH5
Stage four (with $18,243) – D2PB2LXFQBBB2GU4XMHN
Stage five (with $28,262) – CLJBUCXFQBBCLG2XXMHX
Stage six (with $52,951) – BUPB0FFFQBBDWWYQXMHM
Stage seven (with $68,504) – BQDUJB2VQBBFLNCHXMHR
Stage eight (with $26,009) – CGCBNGBV3BBCJBDSXMHJ
Stage nine (with $35,175) – B2DULB5F3BBCZD7TXMHJ

CANNON FODDER 2

(Virgin)

Here is a small cheat, from David Williamson of Ely, which works in both *Cannon Fodder* games. Firstly, you must have four men. Highlight one man and send him out with four grenades and two rockets. (If he gets killed, then send another out armed in the same way.) Around the weapon icons you should notice a box with black and yellow squares. Click on the rockets and grenades and the flashing outer box should disappear. Click on the regimental logo above to split the group and, hey presto, both groups will now have four grenades and two rockets when they should only have two grenades and one rocket each. This works on all levels, but is more effective when you have four men with rockets and grenades. And, note that the original JOOLSRIP cheat works on the follow-up too.

12 PAGES OF INVALUABLE PLAYING TIPS START HERE

Cannon Fodder 2 . . . . . 52, 58-61
Flink CD32 52
The Last Resort 62-63
The Lion King 53
Marvin's Marvellous Adventure 53
Mortal Kombat 2 53
Powerdrive 52
Premier Manager 3 52
Roadkill 53
Shadow Fighter 54-57
SWOS 53

ROADKILL

(Acid)
Yet more codes, from Alexi Tzitzas and Trevor Myers of Cheshire.
Level three – HQPOONFGJT
Level four – PQPOPPMCRJ
You may also like to try pausing and keeping your finger on fire, for some reason. It says here.

THE LION KING

(Virgin)
So writes Jagjit Singh of Bristol:

● **Pridelands:** There is a circle of life and a one-up to the far right. Jump onto and over the ledge guarded by the two lizards.

● **Elephants' Graveyard:** A circle of life resigns in the top part of the level under and to the left of the stretched elephant's hide. Jump from the big sloping bone and fall back inwards. There is another one-up to the left of some small ledges leading upwards. And also roll beneath the wall to the left of the ledge filled with porcupines.

● **Be Prepared:** To the base and left of one of the big cliffs lies a circle of light, a one-up and a blue beetle. At the end of the level, there is no need to dodge the rocks. By jumping as far as you can from the ledge without falling, you should be able to stand in a spot invulnerable from the rocks.

● **Pride Rock:** To beat Scar in the final fight, head to the extreme left and throw him off. This is the only way to win.

MARVIN'S MARVELLOUS ADVENTURE

(21st Century Entertainment)
Codes, from Stephen Jumping Jacques of Northumberland.
Level one – HEART OF GLASS
Level two – BIG BANG SYSEX
Level three – DOING THE DO
Level four – ZERO PLUS ONE
Level five – SPIKKELS
Level six – MOTORCYCLE
Level seven – TWIN PEAKS
Level eight – SO ALIVE
Level nine – FALLING
Level ten – APHEX TWIN
Level eleven – ELASTICA
Level twelve – MAX GOLDT

Also, the cheat mode to skip levels is OSTERWALD. Now press HELP or the yellow button on the CD32 to skip.

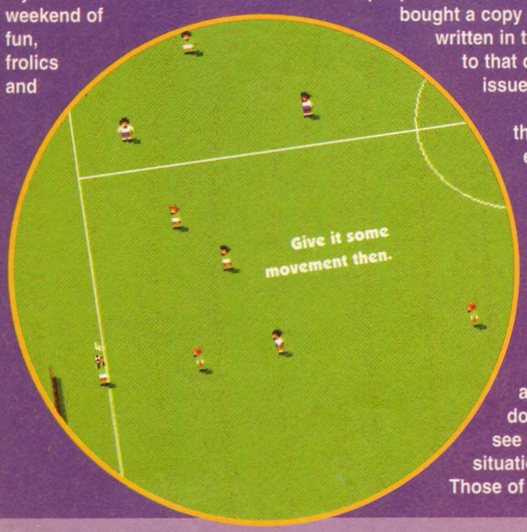
MORTAL KOMBAT 2

(Virgin)
You may recognise this cheat from the previous *Mortal Kombat,* because apparently if you type the letters of the alphabet from A to U (in order) on the option screen (as recommended by David Goffin of Cleveland), or all the letters from A to Z (as urged by Philip Underhill of Raingham), you will be presented with a whole new cheat screen. But if the notoriety of the cheats for the original *Mortal Kombat* are anything to go by, we wouldn't hold our breath if we were you.

SENSIBLE WORLD OF SOCCER

(Virgin)

"That's funny," I thought as I wheelbarrowed the contents of this month's EEC butter-mountain-sized Complete Control mailbag out of the Future Publishing building (HQ to the increasingly sinister organisation behind AMIGA POWER) and towards my house for a weekend of fun, frolics and laughter. (I was going away, and planned to start writing on Monday.) "I know that we get a lot of post each month, but for some reason this month's crop seems particularly bulging." And indeed I was right, for come Thursday evening (the first evening I could bring myself to start work), it was almost as if lots of people who don't usually write had bought a copy of *SWOS* and written in to add their findings to that of Paul Mellerick two issues ago.



Here, therefore, is the result of my envelope-opening and "this one's about *SWOS* so I'll put it in this pile" filing system. I'll print everything word-for-word, as by way of claiming the fifth amendment should any inaccuracies or down-right lies ever see me in a court situation. Incidentally. Those of you who wrote in with trouble in *SWOS* are directed to our DISSEMINATION on page 24. Because here at AMIGA POWER, we DEMAND TO BE TOLD THE TRUTH BEHIND THE SCANDAL.

"Before you play a match, on the screen where you select your players to play in the match, put all of your best players on the subs' bench, and all the rubbish players in their place. Start a game but before you kick off, bring on your subs and, bizarrely, they will play far better than normal."
Samuel Batley, Brading.

"If a player is given the red card, as he is walking off bring on the sub bench and the player will stay on. His feet will be cemented to the ground but – hey – he can still watch."
Alexi Tzitzas and Trevor Myers, Cheshire.

"When you are sacked in the career mode you can stay at the club if you want to. You do this by pressing continue career NOT looking at the job offers and you get your old job back so you can get millions into debt get sacked but get your old job back and get out of debt at the same time."
Richard 'Boli' Wilson, Sheffield

"Start either a twenty year management game or a demo between two computer players. Dribble the ball up to the oppositions goal post, shoot, hold down Fire and IMMEDIATELY press R for replay. Provided you remember not to let go of your joystick, every player should stick to the ground , including the goalie who you are shooting against. Let go of the Fire button and play resumes as normal. This actually works at any point during the action, if you've got enough fingers to manage it."
Martin Peeve, Potters Bar

"Chose a 5-4-1 formation, with your best attacker as the lone, front player, and an attacker as number 10. Once the keeper has the ball, kick it to a midfield player who can then kick the ball to number 11 who should be able to run forward and curl it pass the goalie into the net."
David Stiff, Essex

DON'T FORGET
to wing all tips, solutions and cheats with the maximum haste possible to: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. You'll always get our thanks and sometimes a prize too.

SHADOW

INCLUDES PUPAZZ AND SHADOW'S MOVES!

Unable to tease the 'special moves' from the characters in the Beat-'em-Up Of Champions despite their being simple variations on swirling the joypad and pressing fire? Then call for Paul Mellerickman.

Much of *Shadow Fighter*'s fun lies in learning how to access the special moves for each character. So if you've any sense at all, you'll completely ignore the pages which follow and play the game properly. Go on – go away. Shoo.

Still here? Tsk. In fact, the game only requires you to master a limited number of joystick-waggling manoeuvres, a selection of which are then applied to each character. We've given each manoeuvre a letter for convenience, because we're like that:

A:	Forward, Down/Forward, Down + Fire
B:	Backward, Down/Forward, Down + Fire
C:	Down, Down/Forward, Forward + Fire
D:	Down, Down/Back, Back + Fire
E:	Down/Forward, Down, Down/Back, Back + Fire
F:	Rapid Fire
G:	Back, Forward + Fire
H:	Down, Up + Fire
I:	Jump, Down/Back + Fire
J:	Up, Back + Fire

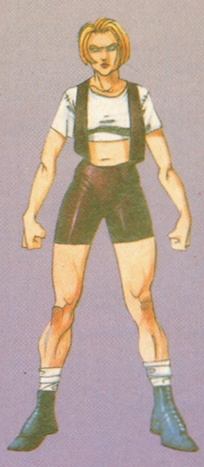
SORIA

Spinning Roundhouse – D
Flying Kick – G
Double Drop Heel Kick – J

SLAMDUNK

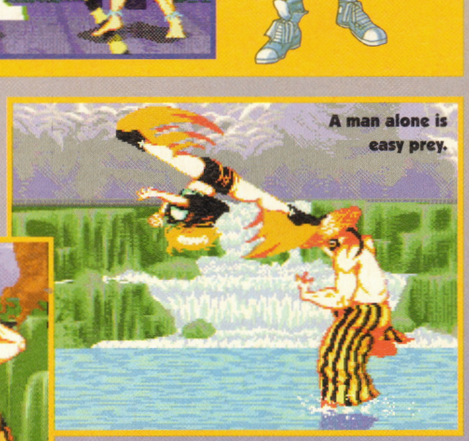
Jumping B-ball – C
Spinning Fire Kick – H
Speed Attack – G
Spinning Fire Basketball – D
Head Spring Kick – B

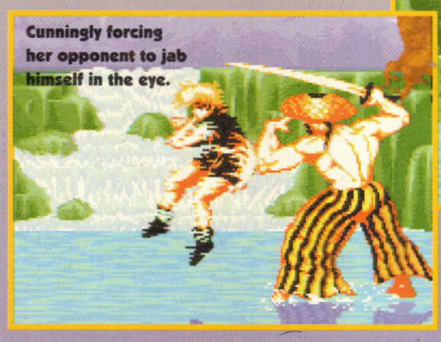
Jumping B-ball – C
Spinning Fire Kick – H
Speed Attack – G
Spinning Fire B-ball – D
Head Spring Kick – B



ELECTRA

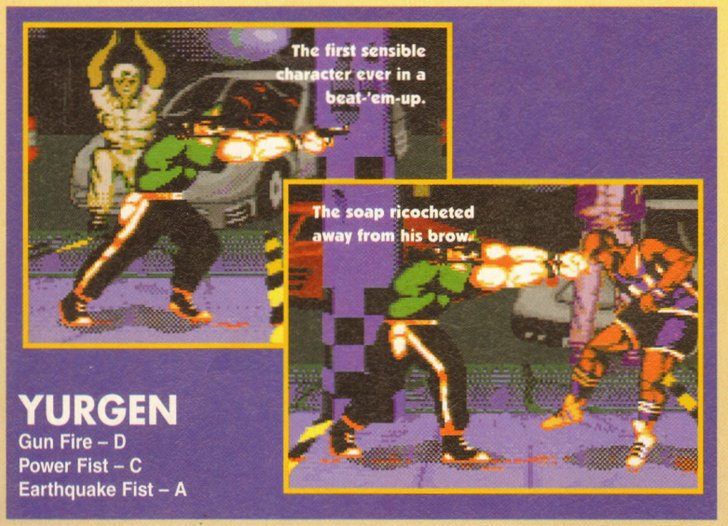
Electric Body – F
Power Launch – C
Earth Power Energy – E





Electric Boomerang – D
Double Kick – H
Spinning Jump – G

FIGHTER

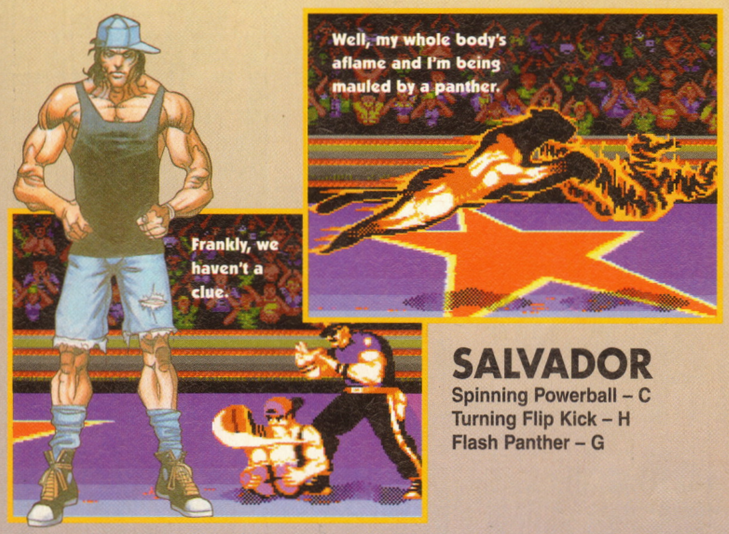


YURGEN

Gun Fire – D
Power Fist – C
Earthquake Fist – A

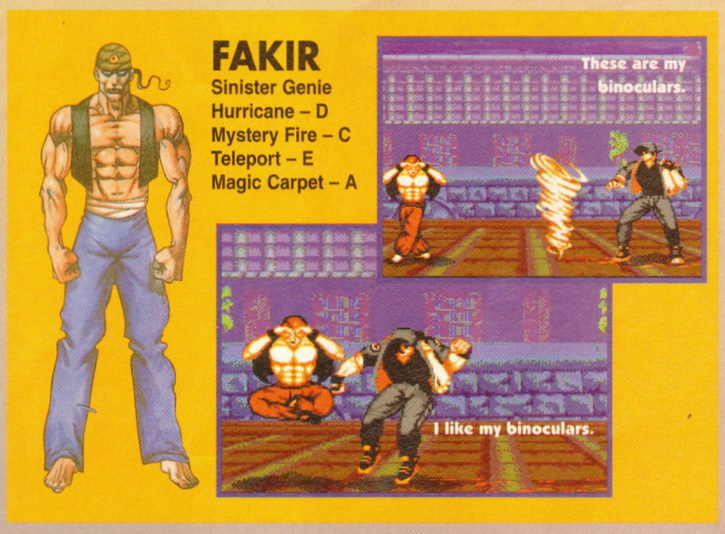
CODY

Kuto Kick – A
Fast Punch – F
Flying Power Kick – G
Kuto Fireball – D



SALVADOR

Spinning Powerball – C
Turning Flip Kick – H
Flash Panther – G

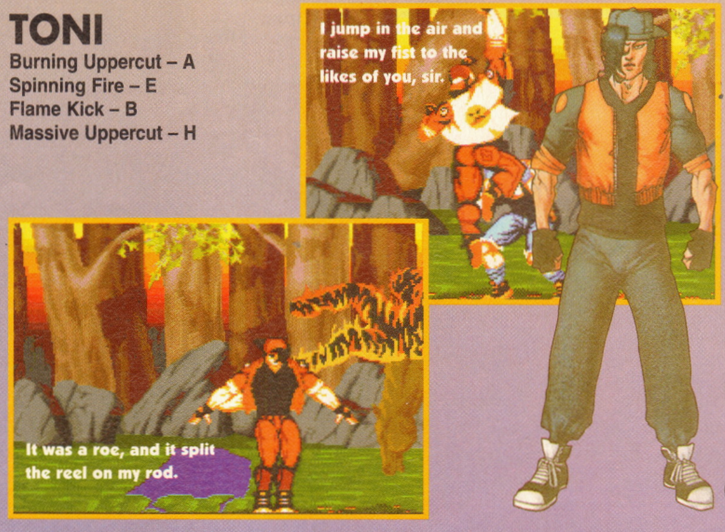


FAKIR

Sinister Genie
Hurricane – D
Mystery Fire – C
Teleport – E
Magic Carpet – A

KURY

Power Smash Fist – D
Body Drop – C
Rock Roll – G
Spinning Fire Hand – E



TONI

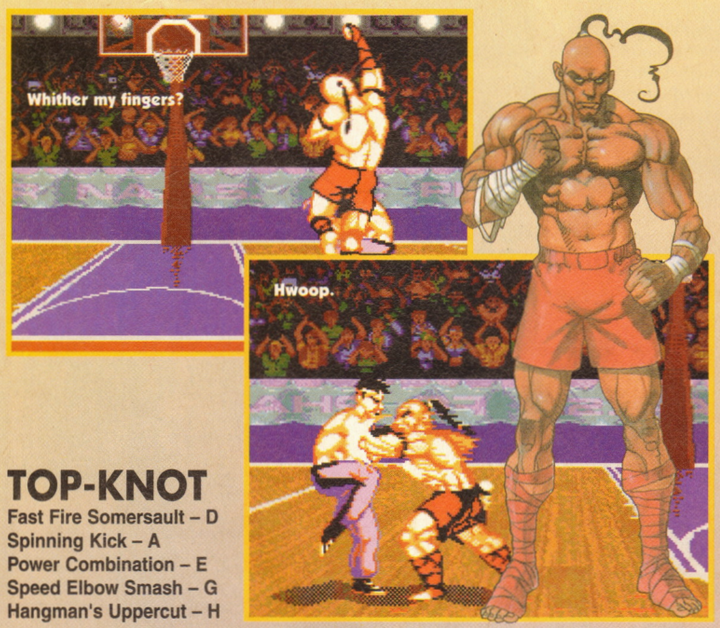
Burning Uppercut – A
Spinning Fire – E
Flame Kick – B
Massive Uppercut – H

LEE CHEN

Fire Handspring – H
Fist of Falling Sun – C
Fire Fist – D
Fury Kick – F
Falling Nunchaku – A

MANX

Fire Hands – A
Cutting Claws – C
Rolling Claw Slash – G
Tiger Pounce Attack – D
Falling Angel – I



TOP-KNOT

Fast Fire Somersault – D
Spinning Kick – A
Power Combination – E
Speed Elbow Smash – G
Hangman's Uppercut – H

YARADO

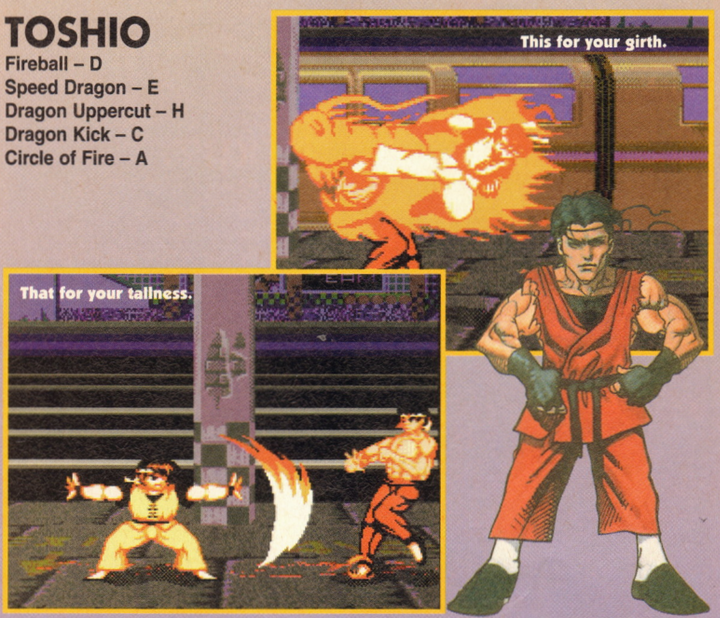
Electric Speed – E
Spirit Power – D
Electric Splash – J (on the A1200 version, try – I)
Spinning Arms – G

OKURA

Electric Sword – F
Spinning Blade – C
Thunder Power – J (on the A1200 version, try – E)
Steel Sword – A
Teleport – A

TOSHIO

Fireball – D
Speed Dragon – E
Dragon Uppercut – H
Dragon Kick – C
Circle of Fire – A

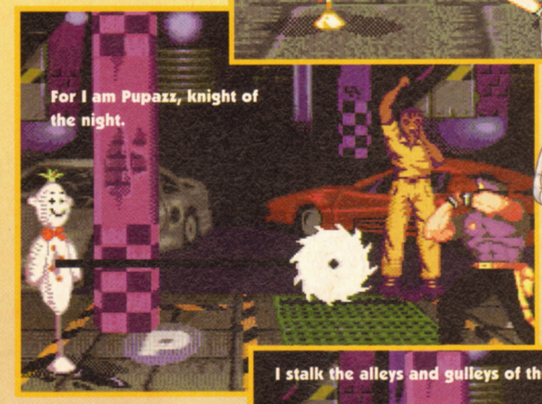


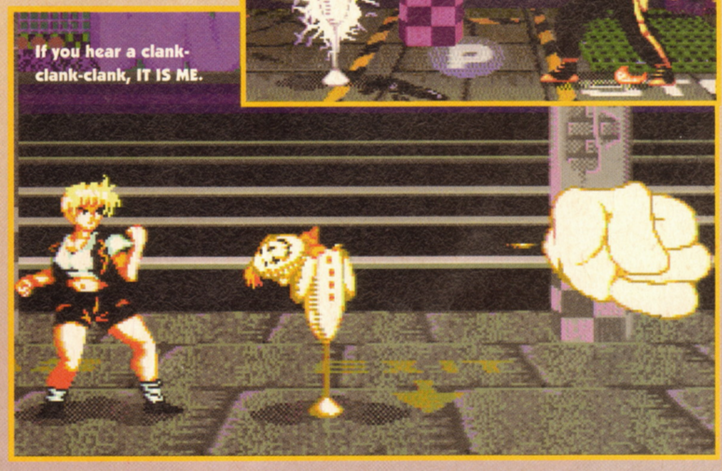
KHROME

Liquid Silver Attack – D
Melting Body – E

PUPAZZ THE SINISTER

Bowling Ball – D
Buzzing Saw – E
Electric Fence – A
Flame Thrower – F
Jack-in-box Punch – B
Head Bomb – G





SHADOW

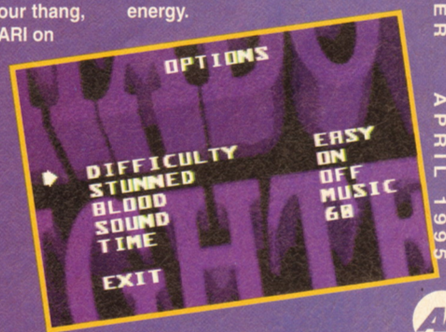
Flame breath – A
Teleport – B
Fireball – D
Speed blue – E
Flame kick – F
Flame dive – G
Flame uppercut – H

"BE" THE BOSSES

● To play the game as the macabre Pupazz, type PARAPONZIPOPO on the options screen and away you go.

● If the Shadow Fighter is more your thang, typing MBARIVIDISOCCAFFARIMBARI on the options screen is going to bring your wildest dreams to life.

● For those of you who want to cheat in the more traditional sense (in which case, a curse upon you), there are a couple of more codes for you to enter. On the options screen (becoming predictable this isn't it?), entering TERAKAKKU will give you unlimited credits. Useful if there's a character you can't get past. And if you still can't manage, type EBBRAVOSCECCU *("Scum" in Italian. – Ed)* at the start of each round and your opponent will lose all their energy.



CANNON

Another month, and another selection of *CF2* levels. They start not, as Cam predicted last month, with the nasty purple ones with blobs as enemies, but with the rather natty and cool Chicago gangster settings. With a hey and a ho and a fully automatic firearm, let's get those boots a-walking.

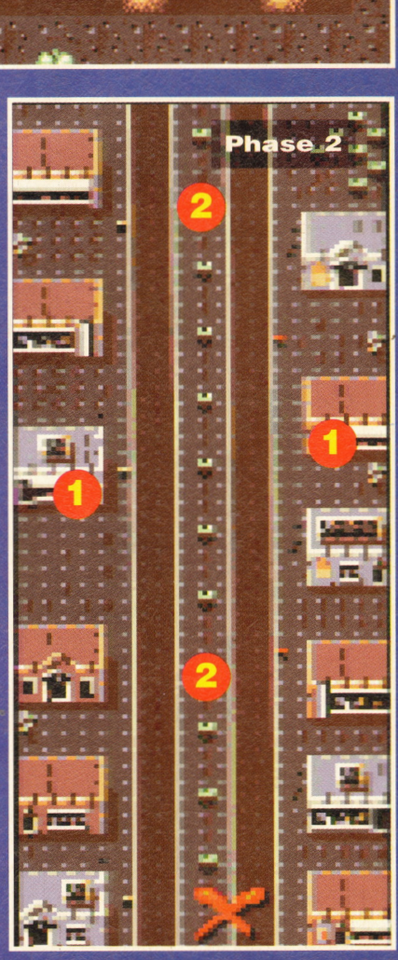
MISSION 13

Phase 1

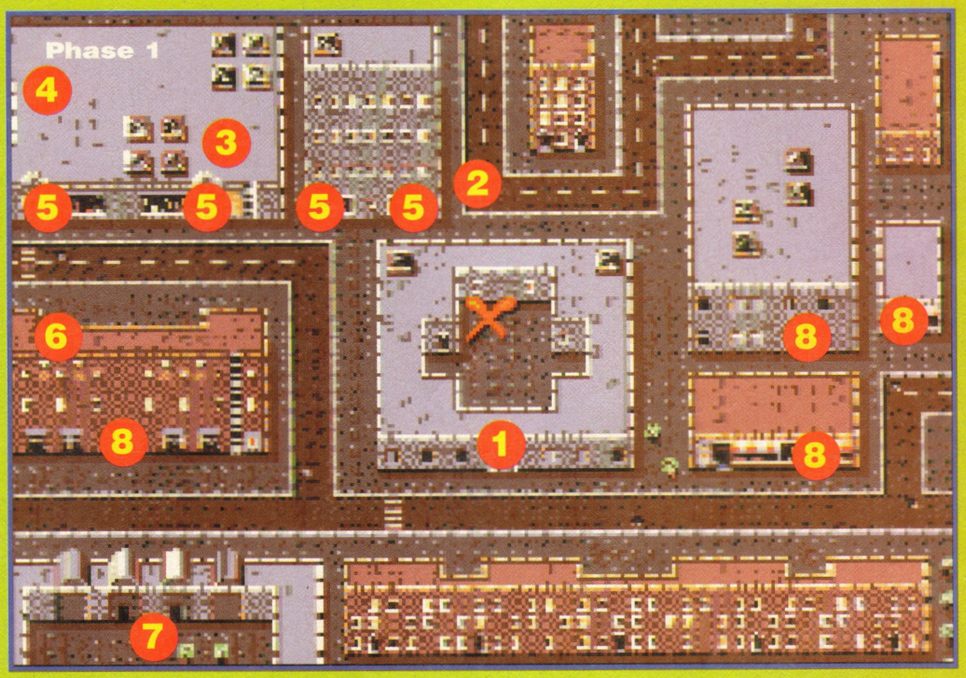
The first foray into the mean streets of Chicago is a lot easier than it looks. Although there're loads of doors, the bad guys only come out of a few of them (1), so pick up the extra rockets (2), look out for the enemy sniper (3) and just tramp up and down each street. Simple.

Phase 2

There's just a couple of doors to knock out (1) on this level. The main obstacle is the two jeeps (2). If you stay off the road and hide round the corner of buildings when they rush towards you, it's really easy to blow them up. Mean streets? Wuss streets more like. Congrats, you've got another 15 recruits.



FODDER 2



MISSION 14

Phase 1

Mission 14 starts with one of those famous panic openings, as you've got to blast the two guys in the compound with you. Go to the front of the compound and grenade the door (1). If you time it right so that there's a car to the left of the door, you can take out one of the speeding cars with the door as it flies off.

Get in the helicopter and land it on the sniper (2), squashing him under your skids, then land at (3) to shoot the sniper at (4). If you leave the helicopter where it is, it'll probably get bombed, so move it to (4) and then go down the ladder and use up all your ammo on the doors (5). Leave one man at (4) and take the other man in the chopper over to the roof to get the grenades (6). Watch out for soldiers in the street below, because due to the odd perspective effect of *Cannon Fodder*, they'll be able to shoot at you even though in reality they wouldn't be able to see you. Land in the courtyard (7). You'll have to be quick and accurate here as you have to run up to the sniper and shoot him without hitting the explosives.

Once you've got all the bombs, pick up the other guy and work your way round the remaining doors (8), making sure the door flies off each one to show it's been destroyed. Hitting the two speeding cars is a bit tricky, but if you stand well back from the road to avoid their indiscriminate fire and aim ahead of each vehicle, you'll eventually be able to rocket them.

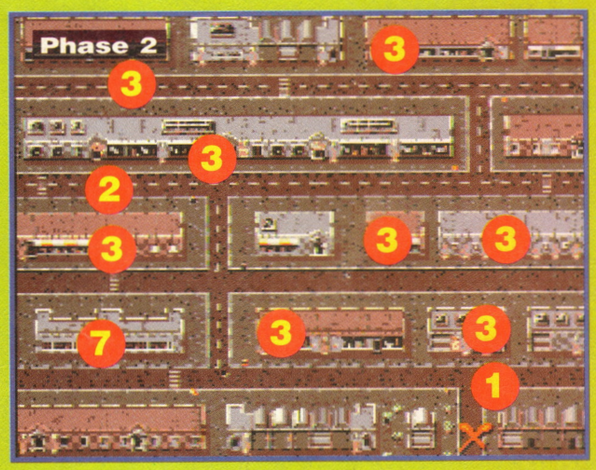
Phase 2

Another fast start, and if the helicopter gets in the air, press ESC and try again. Click directly on the rockets (1), shoot the soldiers to the left, and the moment you've picked up the rockets, grenade the chopper. Extra grenades are up at (2) and out of all the doors on the map, you only have to take out a few (3) to stop the troops coming out.

Phase 3

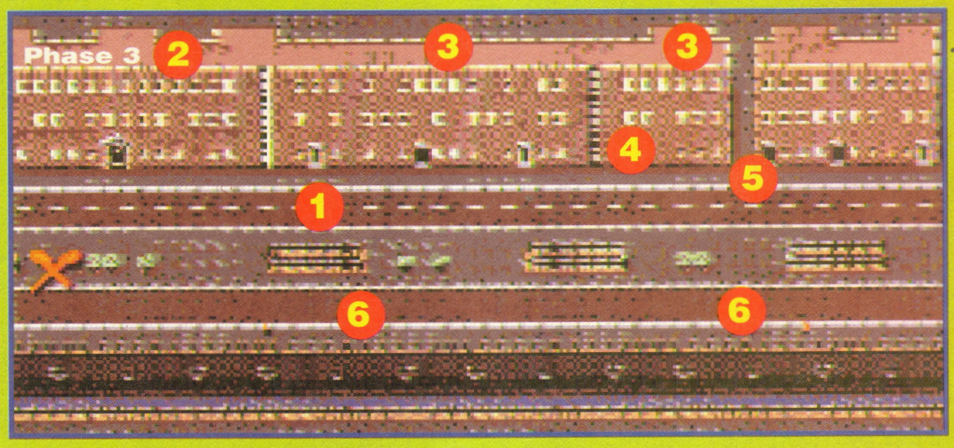
The main problems you've got with this one are jeeps, but you can use their tendency to make a beeline for you to your advantage. All you have to do is make sure there's some scenery between you and them, and you can grenade them as they bash up against it like flies against a window. Take out the first jeep (1) and then climb the ladder to get the rockets (2). Charge the two snipers (3) and again be thwarted by the curious perspective, because even though you should be able to drop grenades on the door (4) and two jeeps (5) directly 'below' you, they're actually too far away. Bah.

Head back down the far ladder and destoy the jeeps (6) before finishing off the door and jeeps (4,5) with rockets. If you get both jeeps with one shot, then kudos to you.

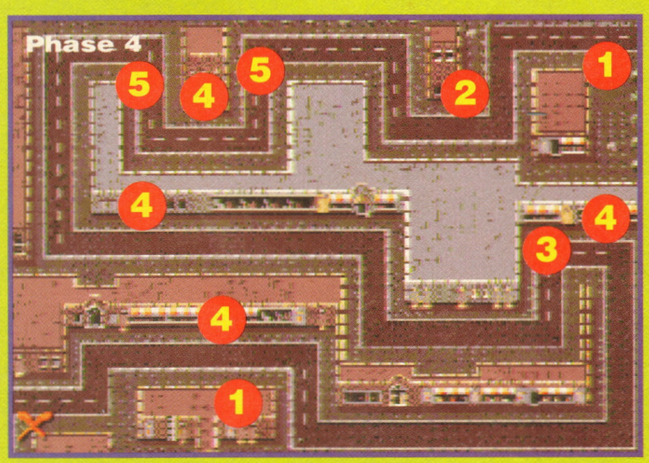


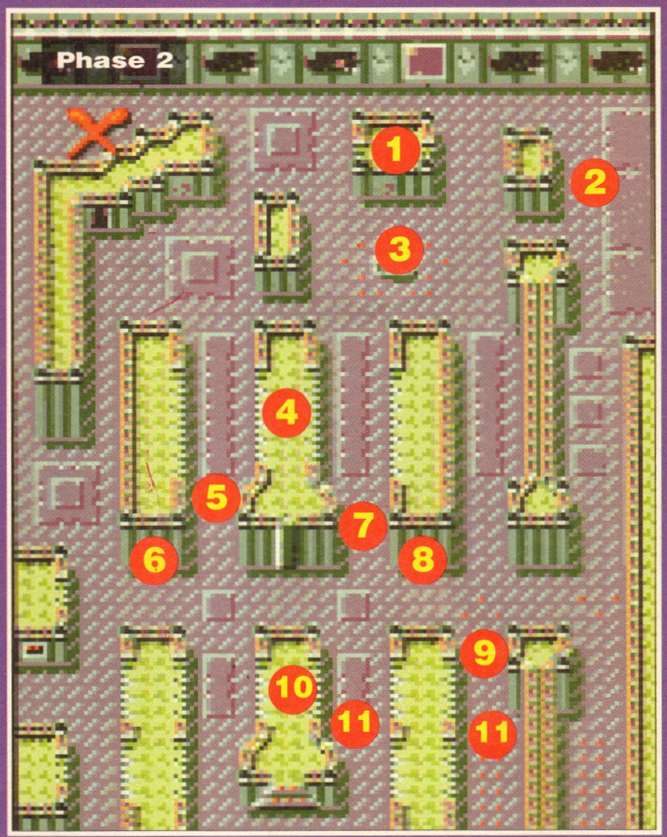
Phase 4

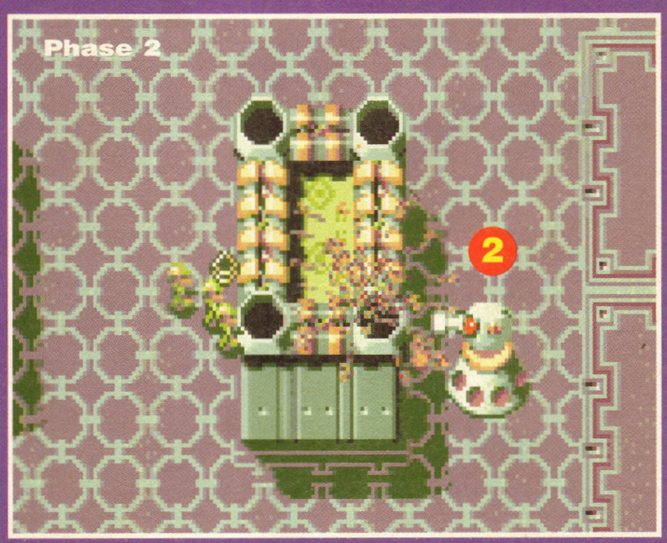
You need both men to finish this mission, so if one gets killed, press ESC and try again. The idea's to get a man on each of the two pressure pads (1) so that the UFO'll turn up, ➤

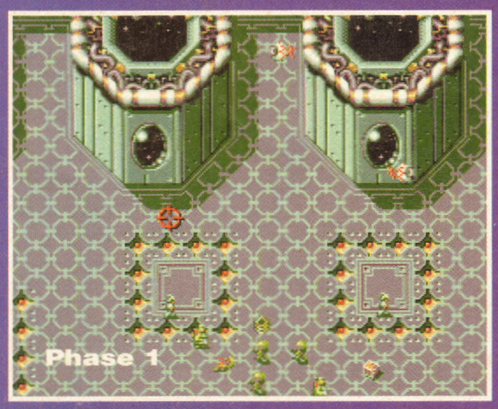


but to ensure the survival of both blokes, it's wise to take out all the baddies before you split them up. There are extra grenades at (2), a sniper at (3) and doors all over the place (4). The two turrets guarding the far pressure pad will either blow themselves up when you get near or can be simply blown up, and once you've got one guy there, the other one can speed his return by using one of the two jeeps (5).









MISSION 15

Phase 1

Bleeerghh. Unfortunately we're back to those nasty, pukey alien levels that spoil a good 40% of the game. Why oh why oh why (oh why oh why) did the designers do this? Anyway, you've got to try and miss the hostages and hit the baddies, which might be tricky since they both look similarly like blobs.

However, you'll soon notice that all the hostages are contained in squares surrounded by lethal floor tiles, so just get the grenades near the start, blow away the two doors (1) and shoot anything that looks remotely free-roaming, you should be okay.

Phase 2

Throw a grenade over the bulding to destroy the door and then charge the sniper (1). To the right of the sniper you'll see one of those crap darlek things (2), which'll almost certainly blow itself up if you stand on the far side of the building.

Head down past the hostage recovery point (3) and grenade the turret (4) before heading down to (5). There's another dalek thing which should take out the door (6) for you.

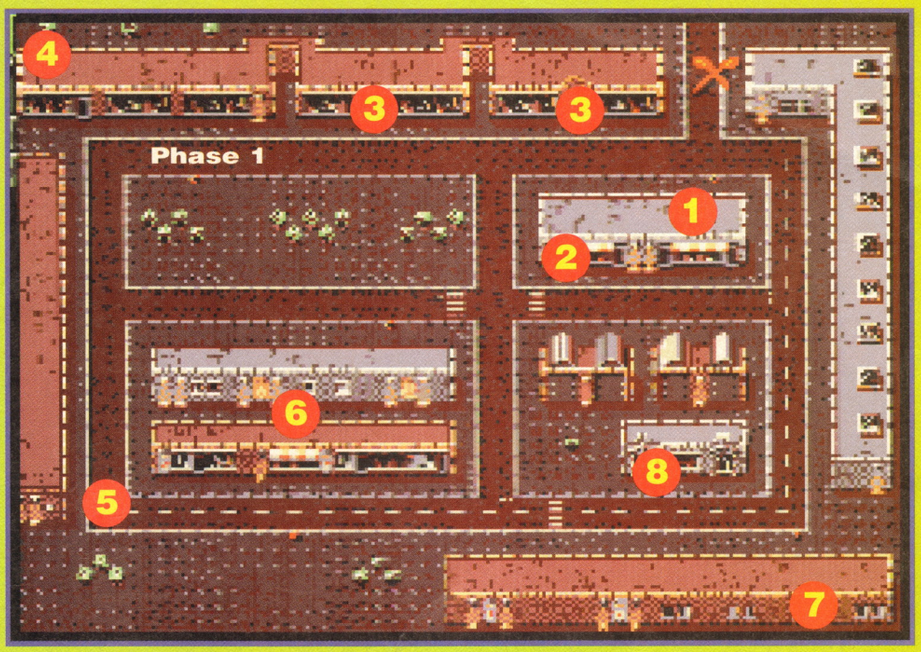
Go round the top of the central building to (7) and take out the final door (8). There's an enemy car (9) that usually gets caught up on the corner of a building, so rocket that, take out the sniper (10) and then escort the two hostages (11) up to the recovery point (3).

MISSION 16

Phase 1

There's a car laid on for this mission, but I don't think you should bother with it. Instead, shoot the sniper (1) and then chuck a grenade over the building to take out the door (2). Wander along the road and use rockets on the doors (3) before picking up more at (4). Edge down the road an inch at a time until you see the car (5) and rocket it before it gets a chance to move.

There are some spare rockets at (6) if you really think you'll need them, but otherwise, head to (7) and grenade the final car over the building, leaving just one more door (8) to blast and survivors to mop up to finish the phase.



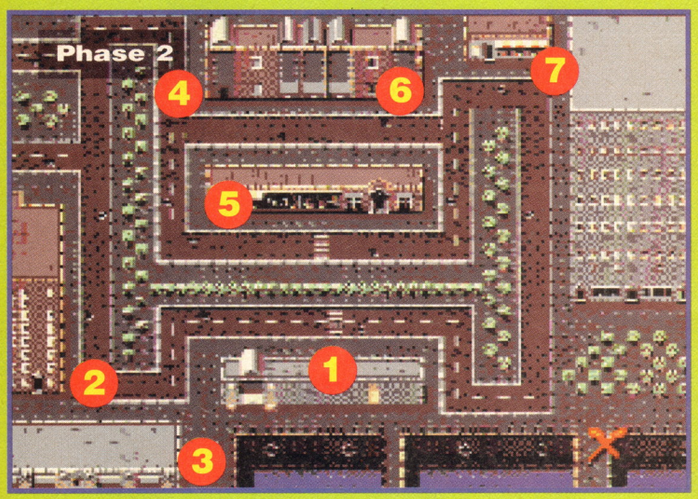
Phase 2

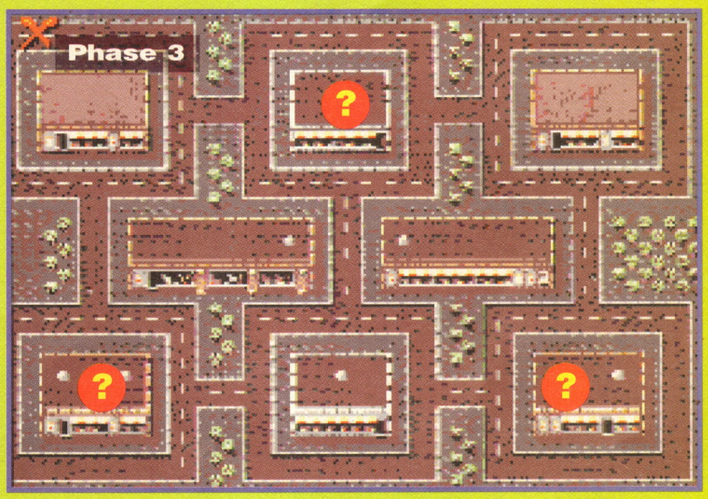
Waste the sniper (1) and move over quickly to get the car (2) before it starts moving. Grab the two lots of rockets (3) and then head up to the top left side to (4), where the remaining enemy car will bump up against the door (5), allowing you to use a single grenade to take them both out. That leaves one more door (6) and a sniper (7) to round off the level.

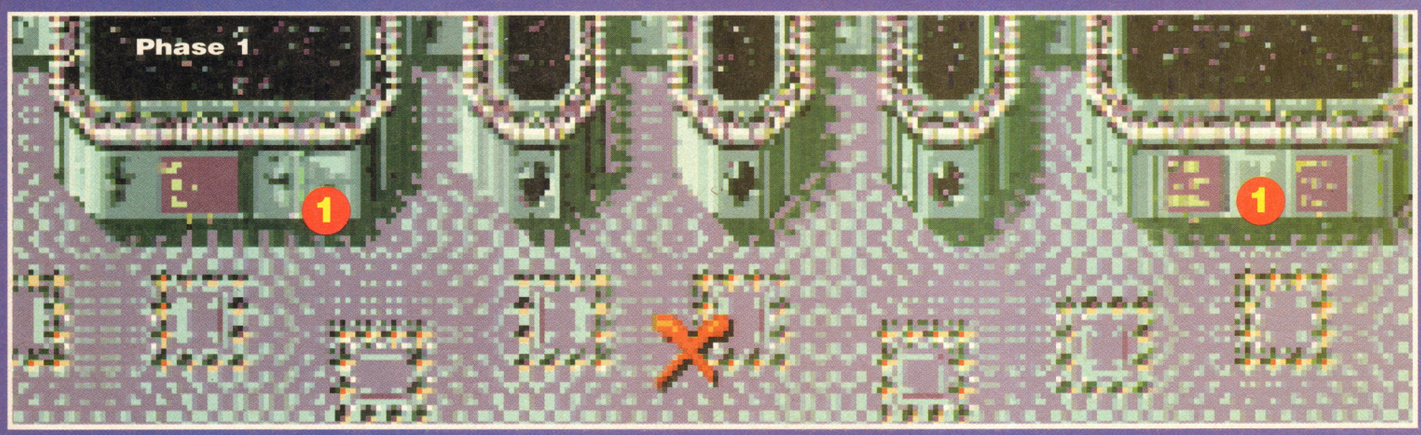
And would you believe it, not enough space to go through phase three but at the same time too much space to just leave blank. So far, this *Cannon Fodder 2* guide's sparked off pretty much zero interest from people writing in or calling, compared to the virtual telephone seige the mag came under when we did *Cannon Fodder.* As a bit of a tester to see if anyone out there's reading this, we're giving it a rest next month and devoting the pages to some other up and coming young upstart of a game. If the prospect of this solution finishing here fills you with dread and fear, do write in and tell us, otherwise this bit will just fade away and you'll never find out why the shops in phase three have rocket launchers.

Remember kids – people power starts with you.

● *CAM WINSTANLEY*







("BUCKED" – ED)?

Then no! But Yes! You need...

THE LAST RESORT

with Rich Pelley

Inexplicably lost your guitarist? Does the world think your new play's crap? Not much we can do about that. Rich only gives Amiga game advice on this page.

Imagine, if you will, lying on a bed of marshmallows while Annaleyse from Neighbours tickles your feet with a partridge feather and Joanna Lumley reads you Aesop's fables from a big pictured book and feeds you grapes while Beethoven's fifth plays soothingly in the background at 8.00pm on a Saturday and your winning numbers come up on the National Lottery and it's also your birthday. Phwoar, eh? But anyway, on with some letters...

LOOSE ENDS

It really would be sweet of you if you could lend a hand to these folks in distress.

Q "In ELF how do you get off level five (the dwarf caves)? I keep wandering around, but I can't find all the parts of the invention that the inventor is looking for. I know about the CHOROPOO cheat, but that didn't help me that much."
David Scanlon, Waterford

Q "On level one in SLEEPWALKER there is a long strip of water in the sewers and I can't get past it. I know about the DINGADANGADINGALINGLONG cheat, but again that didn't really help that much."
Fintan Scanlon, Waterford

Q "On KING'S QUEST IV how do I catch the unicorn and the frog, and what do I do with cupid's bow and arrow?"
Craig Ritchie, Bradford

Q "Ashamed as I am, I have to admit that I am stuck on the Cave of Wonders in ALADDIN. On the first section of the level I can't get across the river or lake or whatever it is. The stalactites which you hang onto seem to run out before you get to the water, so presumably this is not how you cross the water. And jumping gets me nowhere either. Has it got something to do with the fish that jumps out occasionally, or something?"
Ian Hughes

Q "I know exactly where this letter is going to go: The Last Resort, Loose Ends. Anyway, I need help, and I severely doubt that you will be able to help. On level 23, Tree Top Rescue, The Bungee Trap, I can get the key to free both merry men but when I go to get the second one, I can't get back up. *(Of course. If you'd remembered to point out what game this is, you clot... – Rich)*
David Jeffery, Lincolnshire

Q "Having fought by Harkonnen army through almost a year's worth of DUNE 2, we are always pipped to the post on the last level. Even the time when we had ten missile tanks, twelve siege tanks, fifteen combat tanks and two trikes we still got stuffed. Any suggestions to add to those that AMIGA POWER have already divulged?"
Simon and Chris Allgrove, Chichester

Q "In FRONTIER I was in the Andancan system (grid reference -2 -4) when a pirate came along. I wanted to BLOW HIM INTO THE NETHERWORLD but he was flying too close to get a decent laser shot in. So I fired a missile, it hit and he blew up. 'Great,' I thought and tried re-arming my Naval missile. But Lo! Instead of saying 'Armed: Naval Missile' it said 'Armed: Nuclear Missile.' Please explain.
Dale 'Rird' Bird, Cannock

OPERATION STEALTH

Q "On *Operation Stealth*..."
Richard Johnson, Macclesfield

A Right, that's it. I never, ever, want to hear another word about *Operation Stealth*. IS THAT QUITE CLEAR? Here, for once and for all, is a complete solution

AIRPORT: EXAMINE coin return slot, buy newspaper and EXAMINE it to find out which country is currently friends with Santa Paragua. Go through the doors to left, secrete yourself in cubicle and OPERATE briefcase. Remove pen and American passport, EXAMINE passport, TAKE dollars, OPERATE calculator, TAKE passport from secret compartment, choose nationality shown in newspaper and OPERATE validation button. Exit toilets, USE false passport on customs officer, SPEAK to hostess in kiosk, EXAMINE telegram, USE airline ticket on security guard and go through to baggage claim halls as prompted by telegram. EXAMINE blue baggage marked 'MR MARTINEZ', TAKE it and head for toilets again. OPERATE shaver, USE cable you find on socket, TAKE cable and shaver, leave toilets, show customs officer false passport again, head through automatic door to left and wait by the 'TAXI' sign.

TOWN CENTRE: USE wad on Bank Clerk. Repeat, head for flower shop, USE coins on florist, TAKE red carnation, go to park and sit on bench. Your contact will arrive, but'll get shot. TAKE key card and leave immediately. Return to bank, EXAMINE key card, USE it on bank employee who'll open the safe. USE key on the safe corresponding with card, OPERATE lock, swipe envelope. You're caught in the act though, and dumped in a cave. OPERATE ground, USE piece of metal to cut ropes, OPERATE ground again, TAKE pick axe, EXAMINE rock wall and OPERATE pick axe three times on the part where the draught's

CASES CLOSED

You shouldn't have, you know, but thanks awfully for helping out just where we needed it.

WING COMMANDER

Q George Fraser from Stenhouse Muir was having severe asteroid-related problems way back in the days of issue 45.

A "I assume from your mention of asteroids that your Mission Six is with Maniac in Scimirats at Brimstone rather than Raptors with Angel at Gime. On that assumption, your problems is not that you are a Captain, more the fact that Nav 2 is hideously difficult. After fighting the Grath near Nav 1, head straight from Nav 1 to Nav 3 (which is clear), and thence home to the Claw. Nobody will mind and with any luck you ought to live to tell the tale. Save Nav 2 for when you play through again with another character.

Here also are few tips for the next two missions. For the Exeter escort mission, avoid the asteroid field and fly out via Nav 2, disposing of the four Salthi encountered en route. Chase the four Dralthi off the Exeter at Nav 1, then return via the now clear Nav 2.

For the Dorkir (Kilrathi transport) destruction mission, the first two fighters you meet are Jalthi. They are a new type carrying six front-mounted cannons. Close quickly, dodge if they shoot, get behind them and attack from there. At Nav 1 you will meet Khajja; a Kilrathi ace, not a new type of fighter. He and his three wingman fly Krants. Leave them to Maniac and go for the Dorkir. Contrary to what Iceman might have told you, your guns will have an effect on it. Kill it and then afterburn home with or without Maniac. Unless, that is, you wanted to stop and dog-fight..."
Bossman, Longfield

FLASHBACK

Q Steven Hyde of Nottingham was willing to sell his own granny for the codes to the easy levels of *Flashback*. So please forward her to...

A "Level one – WIND
Level two – SPIN
Level three – KAVS
Level four – HIRO
Level five – TEST
Level six – GOLDRPL
Level seven – WALL"
Carl Rayner, Suffolk

ZEEWOLF

Q Ki Ra Barnet of Milton Keynes and *Zeewolf* weren't on the best of terms in issue 46 either. Why couldn't he pick up the men after he'd freed them on mission two?

A The reason that your chopper will not pick up the people is because it has not landed. To do this you need to press G key. This will lower your landing gear and, if you are playing by joystick, you will automatically land. If not, landing is a little tricky, and may cause you some damage. As long as you land close enough to your men they should run into the chopper. When they are all aboard, press G again, fly back to your ship, land again and your men will run out to safety. Mission complete. This was, of course, all in the manual. You did read it, didn't you?"
Daniel Irvine, Crawley

FURY OF THE FURRIES

Q For Shirley Baker of Bristol who was stuck in issue 41, help has arrived at last. Better late than never, eh Shirley?

A "Get past the blades and across the spikes. Turn around to face the spikes and go to them without touching them or jumping. Face the acid again and run at it. Just before you fall in jump to first height and keep going. A fan should break your fall and lift you to the other side. From there keep going until you find a circle of air. You can get out of the other side to the exit."
Mini Possum Brown, Leeds

MANIAC MANSION

Q "Dear Rich," writes Philip Colvin of Poole, "here are the answers to the two *Maniac Mansion* queries in issue 46." The cad.

A "First, Adam of Norfolk's question. The dime, Pepsi and jar are for getting to the telescope. The paintbrush is useless, the yellow key is for the car, and the manuscript is only useful for Wendy. If you have Michael you will need the sponge. The key for the door you asked about is in the basement near the fuse box and the gas is on Mars. And for David Hillingbery of Maidenhead. The tentacle can be passed in a number of ways; by handing him a badge from the meteor police; by giving him a contract for the manuscript; or by getting either Ed or Green Tentacle on your side."
Philip Colvin, Poole

PREMIER MANAGER 2

Q More help than you can shake Eric Cantona's legal costs at for *Premier Manager 3* back a few pages. But not wishing to see Kev Shackleton of Stockport bringing the game into disrepute with last month's revelation of the cheat phone number (896610), pen was put to paper by a number of readers.

A "Follow these guideline, Kev, and you can't go wrong.
PASSING – This depends on weather and formation. The best formation is 4-2-4 or 4-3-3. If it is windy then pass low; if icy, then pass high.
MARKING – Remember that it is your defenders that are marking so divide your defences between their attackers. If your formation is 4-2-4 then theirs is 4-4-2 then zonal is best.
SHOOTING – Medium to short range is the best as you won't miss too often forcing the keeper to save. He'll miss eventually!

At the beginning of the season, buy everyone whose contract is on zero; you will not need to pay a club fee, and can hence flog them off after a few games."
Tom McMain, Tyne and Weir

A "Also, Kev, did you know that the exploitation of fans is not only fun but earns you money as well? Simply by upping your seat prices to £25 and terrace prices to £20 you will rake in around £30,000 every home game."
Marc Ames, Welling Borough

coming in.

UNDERWATER: Use left mouse button to swim toward rocks, and swim to surface if your oxygen gets low.

HOTEL: USE coins on man on beach to buy inflatable bracelet, go to hotel, OPERATE lift button, alight at second floor and take stairs to third. Turn right, and OPERATE last door. You are kidnapped this time on a boat. OPERATE bracelet, operate again when you reach seabed and swim towards Julia using left mouse button. OPERATE her, and you'll be rescued.

PALACE: Locate key, use rotating doors to avoid guards, OPERATE door, and OPERATE statue's arm. A safe will appear. USE little box on safe, OPERATE the button and arrows, OPERATING validation button every time light comes on. TAKE envelope from safe.

JET SKI BIT: Avoid shark fins and jet skis, basically.

ANOTHER UNDERWATER CHUNK: Head for seaweed, locate and EXAMINE 'odd' section of plant life for elastic band. Head right, EXAMINE and OPERATE palm tree, OPERATE button, go towards entrance and OPERATE hatch.

SECRET BASE BIT: USE pen on lock, and watch on right and left walls. Head for grill, wait underneath and OPERATE.

ANOTHER MAZE: Pretty similar to the last one, really.

SHOWER: OPERATE soldier, EXAMINE his shoes, TAKE laces and towel and USE them on him before scarpering with his shoes, clothes and glass.

CORRIDOR: Go downwards.

ANOTHER CORRIDOR: Head for opposite door.

STOCKROOM: EXAMINE, OPERATE, then EXAMINE again third draw to left, TAKE and USE laces, EXAMINE, OPERATE and EXAMINE bottom draw to right and take stamp.

ANOTHER CORRIDOR: The exit? On the right.

YET ANOTHER CORRIDOR: Go through opposite door.

GUARDROOM: EXAMINE clothes, TAKE orders, USE glass on fountain, OPERATE untidy desk, TAKE lifeboat and leave, pronto.

LOTS MORE CORRIDORS: Head up and right, hand glass of water over to officer, head up and right and then, go towards to the top left exit but take first to the right.

OFFICER'S ROOM: USE glass of water on officer, then when he turns TAKE stamp.

MORE CORRIDORS: Take the exit to the right, the bottom right, then the door.

GUARDROOM: Take inkpad from between chair and mess, ink stamp, USE it on the orders' sheet, OPERATE cigarette case, EXAMINE and OPERATE blue one, and USE cigarette paper on glass.

ER: More corridors. Exit to top right, USE fingerprint on keypad, take armoured door and exit right.

THE LASER ROOM: USE stamped orders' sheet on letter box, and go towards laser doors.

A FINAL CORRIDOR: USE electric cable on socket, OPERATE electric razor and USE it on wastepaper basket.

CONTROL ROOM: Wait for razor to give message 'EXPLODE, ONE, TWO...' and quickly USE red cigarette on computer. It will explode, then OPERATE Otto, USE CD on the laser-reader and head for door to top left.

HELICOPTER SCENE: USE elastic band on bomb and fall to ground. And when second screen appears, OPERATE the lifeboat.
You've won!

To tell the truth, it has now reached the stage where I'd happily pay AMIGA POWER each month what they pay me simply not to have to ever have to write another Last Resort. But until you stop sending your stuff to:

The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW

I can't really foresee anything much changing. Sob.

AMIGA POWER BACK ISSUES

KNOWLEDGE IS POWER. So any deficiencies in your understanding of Amiga games are effectively weaknesses in your struggle against life's continual onslaught. We therefore recommend you assemble a large collection of AMIGA POWER back issues.

ONLY £4 EACH!

BACK ISSUE OF THE MONTH

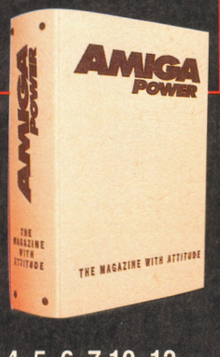
AP29 – SEPTEMBER 1993

Few would attempt to argue that AP29 is one of the very finest APs. But it does typify the AMIGA POWERs of late 1993, with its vivid Colin Curly cover contrasting sharply with the black-and-white photgraphs of programmers inside. Highlights include coverdisk demos of *Blob* and *F-117A Stealth Fighter*, some in-depth reader survey analysis, and a news feature which scientifically proves that, on average, the CD32 is about 4,691.8 times better than the Mega-CD. Countering these are the fearsome injustice of *Pirates* getting just 68% in the budget section, and a crippling 16-page Games Master supplement. AP29 – you *can* with *it*.

THE TOP 5 AMIGA POWERS

As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30



ALSO LOOK OUT FOR...

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BUDGETS

With nearly twenty games suddenly released this month on budget something is quite plainly going on. What? Once again a wake is created as the AMIGA POWER INFOPERISCOPE™ breaks the surface of the muddy waters of obscurity and launches a stinging attack on the creaking hulk of the software industry. Or something.

It hasn't escaped our notice that some of the more scurrilous software houses are practising a form of BUDGET BANDITRY on us. How can the likes of Empire reasonably justify charging £17 for *Elite Plus* on their 'budget' label, Action 16, when an equally great game of the same era, *Stunt Car Racer,* is available for a mere £5 from Kixx? *Elite Plus* has one disk and a tiny manual so there's no justification. And it's not just *Elite* either; £17 for *Team Yankee?* £17 for *Fields of Glory?* No, no, no.

And anyway what is a budget game? When new releases such as *Kingpin* cost just £13 and yet games that are several years old cost £17 how do we know what's classified as a budget and what isn't. WHAT KIND OF FARCE IS THIS?

Nobody we spoke to seemed able to give us an answer either but the software houses should BE WARNED. AMIGA POWER has your phone numbers and NO FEAR about using them. There is no excuse for 'budget' games that cost £17 or more. A tenner's a fair price.

EXILE

Runs on: A500, A600, A1200 (RAM caches disabled)
Publisher: Audiogenic
Price: £15
Release: Out now

Do you read AMIGA POWER regularly? Of course you do. And do you eagerly look forward to our annual AMIGA POWER All Time Top 100? Only a cretin wouldn't. You may have thought that we were completely potty to place Audiogenic's *Exile* at number eight, but now that Audiogenic have sensibly re-released it so you can actually buy a copy, each and every one of you lucky people can revel in the enjoyment of this nigh on ancient game.

Exile may look crappy and bland, but that's entirely misleading. It's an adventure game completely devoid of all that tedious "click here to interact" stuff, burying the puzzle solving and exploring in a gorgeously fluffy duvet of arcade action. Controlling a squat jet packer in a maze of tunnels and caverns, you bump, shoot and blast a path through an incredibly convincing "real physics" world. Heavy objects weigh you down, rocket thrusters fight against gravity and winds blow your little guy around in such a believable way that after a few minutes, you just know how he's going to behave in a given situation. It's just as well that the main control's so intuitive, as the keyboard controls take a bit of getting used to. They're fiddly because there are so many actions you can perform. You can drop or throw objects, carry them or store them away, and use different weapons as you find them as well as altering their direction of fire. And with the controls for all this spread over about 15 keys or accessible through an odd little menu, it's just as well you can pause the game and refer to the extremely helpful manual.

The game's a single, vast level, and even after hours of play I've clearly only scratched the surface, but the main thrust of the game is picking things up, taking them to other places and using them to

open doors, transport water or activate robots. Exactly the sort of thing in fact that'll keep Rich Pelley's The Last Resort full of enquiries for months to come.

I'm not really putting across my enthusiasm for the game as it's hard to say exactly what's so appealing about it. It's one of those games that just feels right when you play it, the kind of game that'll eat up afternoons without you really noticing. It doesn't even feel like an adventure game, in that you don't get bored of traipsing round saying "I'm scared" or talking to people with far too many Xs in their names. I like it.

● *CAM WINSTANLEY*

THE BOTTOM LINE
Fun and hugely absorbing but a little confusing when you first start playing. It's also £25 as we go to press, but'll be downpriced to £15 as soon as the A1200 version arrives. Wait till it is, then PURCHASE WITHOUT HESITATION.

89 PERCENT

ELITE PLUS

Runs on: A500, A600, A1200
Publisher: Empire
Price: £17
Release: Out now

Aside from the crazy price, it's great to see this old chestnut back in the arena and demonstrating that gameplay beats flashy graphics every time. For those of you who don't know what *Elite* is (well the sandwich man didn't know – but then he's a fool anyway, albeit in a rather sinister, overly-cheerful way), it's the seminal open-ended space combat/adventure/trading game that launched a million virtual careers for pirates, traders, bounty hunters and miners back in the early '80s. It's the first game I was ever addicted to and I was pleasantly surprised to find that it still has a lot of the old attraction (ie I spent far longer playing it than was strictly necessary for this review). You're after three things in *Elite*: money, a bad reputation and a clean driving licence (just like real life, eh kids?) and by piloting your spaceship through a ludicrous number of planets in each of eight different galaxies that's what you'll get.

Elite looks horridly 8-bit – although the graphics broke new boundaries when the game first came out they look very jaded now – but there's still enough to give you several months of intriguing fun or, as in my case, teary, nostalgia-filled evenings in front of your Amiga. All this on one disk – and they still have the nerve to ask £17 for it. Tch eh?

● *STEVE FARAGHER*

THE BOTTOM LINE
Excellent gameplay? Yes, most certainly. Galaxy-spanning action? Yes, indeedy. A bloody good time cruising the infinite vastness of cold, dark space? Yes again, no doubt about it. Value for money? No. NO. *NO.*

73 PERCENT

TORNADO

Runs on: A500, A600, A1200
Publisher: Action 16
Price: £17
Release: Out now

The manual's enormous, and the game's design gives you no choice but to sit down and read it all before you start playing. I hate that. It's nothing against the game itself, it's just me being petty (and lazy). But when you see the size of the *Tornado* manual, I'm sure you'll feel similarly queasy. And when you then open up the control summary card (and this'll mean unfolding it several times), you may well fall over altogether.

Still. After managing to avoid having to play *Tornado* for some time, I eventually relented and loaded it up. It took me a while actually to get off the ground, and then I had some problems figuring out where to go and what to do, compounded by the fact that the game didn't inspire me to learn more.

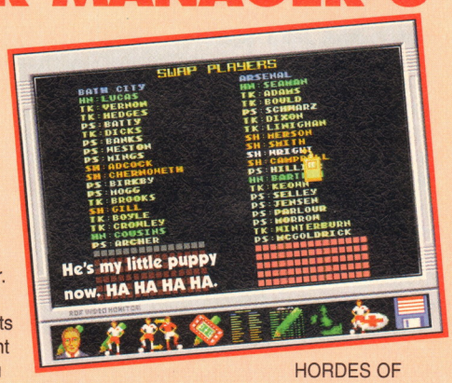
You see, the graphics do their job well, as does everything else in the game, but I couldn't shake the overall feeling that *Tornado* is very much tailored to experienced flight-simmers. And the sheer amount of information and detail, although undoubtedly accurate, turned me off instead of impressing me. Perseverance rewarded me with a couple of exciting flights, but I ended up simply going through the motions of playing the game for the review rather than enjoying myself. I'm sure others will find it interesting and possibly even fun, but if you don't know your rudder from your pitch control, then stay well clear of this.

● *PAUL MELLERICK*

THE BOTTOM LINE
Technically accurate, full of detail and pleasant to look at, but there's just too much info to take in all at once leaving you grasping for the manual or summary card when you should be shooting down enemy planes.

73 PERCENT

PREMIER MANAGER 3 EDITOR



Runs on: A5600, A600, A1200
Publishers: Gremlin
Price: £15
Release: Out now

Premier Manager 3 Editor. It's an editor. For *Premier Manager 3*. That lets you edit. Everything. You want superstars in your team? You can have 'em. You want Arsenal to play in the Conference? You can (evil chuckle) MAKE THEM. You want to turn Vinny Jones into a cissy? Easy. You want a ground like the Neu Camp in Barcelona? Well actually the editor only lets you have up to a 99,999 capacity, but that's not bad.

Ah, but I'm not supposed to just tell you what it does am I? I'm supposed to responsibly cast a critical eye over it. So what am I going to say?

I know... back in AP44 I said in my extraordinary, compelling and erudite review of *Premier Manager 3:* "it's a bit hard". And, well, it is. So now with the new editor it's easy – you just make all your players into multi-million pound stars, fire up the game and away you go, winning everything in sight. Except that ironically you don't. I must be some kind of a crap manager 'cos I got Ian Wright to play for Bath City, made all my players superstars and still had no success getting out of the Vauxhall Conference. I couldn't even get Ian to score a goal for me.

Anyway, I digress. Albeit charmingly. After Cam's feature last issue drawing parallels between people who use cheats in games and the cheering, leering THRICE DAMNED HORDES OF SATAN you would imagine, correctly, that AMIGA POWER rather disapproves of cheats. *PM3 Editor* is essentially a glorified cheat for the game and therefore not the kind of thing we approve of. However there is a good reason to buy it and that is to keep your players up to date. No football game on Earth can hope to keep pace with all the action of the transfer market, but Gremlin have done a good thing and given us a tool with which to keep all our information current, thereby eliminating the need for data disk purchases in the future.

And between you and me, while Cam's busy on the phone, it can be fun to cheat a little bit. That player you always thought was vastly under-rated? Not any more. He's a star. That team you despise? All their players are suddenly crap. Bath City? European Champions mate.

● *STEVE FARAGHER*

THE BOTTOM LINE
Cheating's not good (although it can be fun), but never having to buy an update for a footy manny game is. Good, that is.

75 PERCENT

TEAM YANKEE

Runs on: A500, A600, A1200
Publisher: Action 16
Price: £17
Release: Out now

Team Yankee, Pacific Islands and *War In The Gulf* are more or less three data disk versions of the same game that were rather cleverly marketted as completely different titles. Thankfully, their shared game engine is challenging and entertaining, so we'll forgive them on that point. What's harder to let slide is the fact that this one's even older than AMIGA POWER, yet they're flogging it at £17. On the other hand, the *Combat Classic 2* compilation from Empire contains *Pacific Islands* plus *F-19 Stealth Fighter* and *Silent Service 2* for a mere £30, making it a better value and generally more worthy way to have a go at commanding tanks.

Based on the novel of the same name, *Team Yankee* puts you in simultaneous control of 16 armoured vehicles, from hulking main battle tanks to rather weedy missile firing APCs. The game's split into interlocking real-time missions where you desperately try to halt the advance of Ruskie armour across pre-Glasnost Europe in the first desperate days of World War 3.

Simultaneous control of so many vehicles is both the strength and weakness of the game. Your forces are split into four groups of four vehicles, which simplifies things, and you keep track of things either on a map screen (where you also plot waypoints for each unit) or by splitting the screen into four sections so that you can see what's happening with each unit.

Before the start of each mission you can re-equip your vehicles, study the map and call in artillery strikes at pre-set times. This invariably gives rise to hilarious friendly fire incidents as you plough one unit through the fire zone at the set time and get them all blown to heck. Just like the real thing.

The map shows all enemy units that your guys can see, and the first person view uses what looks like a combination of vector graphics for buildings and roads, and scaled sprites for all the vehicles. Like most sprite scaling, they look a bit crap and blocky close up, but since they explode quite nicely and burn merrily, that's not really a problem.

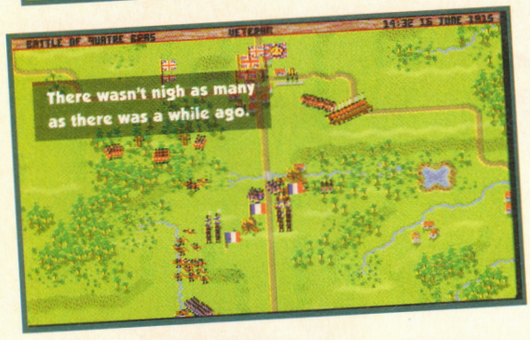
What is a problem is the complete lack of artificial intelligence on your side, so unless you're controlling your units, they'll just sit there and get blown up. This means you can only really take one unit into action at a time unless you're inhumanly fast with your mouse, which is a pain. It's also difficult to work out which unit's being shot at until a vehicle explodes, which is of course way too late. The only annoying features of an otherwise classic game.

● *CAM WINSTANLEY*

THE BOTTOM LINE
A great wargame, combining strategy with true arcade action, but it's been published at much too high a price. Go out and get the excellent *Combat Classics 2* compilation and enjoy three times the fun for just a few pounds more.

64 PERCENT

FIELDS OF GLORY



Runs on: A1200
Publisher: Powerplus
Price: £17
Release: Out now

Well, that didn't take long, did it? Reviewed by Cam in issue 44 (he gave it 61%, fact fans), for some reason (and it's not my job to speculate) this is surprisingly out on budget already. And after a quick discussion with Cam, because he's the one in the know when it comes to war, and some thorough play-testing, I've concluded that there's very little reason to get excited about the price cut.

Fields of Glory is a war game. It's all about 1815. You know, Waterloo; Wellington, Napoleon, Blücher and all that. You can control all the elements you need to, and choose which side you want to 'be'.

Unfortunately, thanks to a few dodgy bits – the control system and lack of attention to detail, and a major problem with not recognising the terrain and taking it into account when processing movement orders – the game quickly degenerates into a lapsadaisical, strategical farce.

● *PAUL MELLERICK*

THE BOTTOM LINE
You could spend days arguing that being a budget release makes this game better value for money and as such deserves a slightly higher score than we gave it a couple of issue ago. But I don't care, I've already made my mind up.

61 PERCENT

STARDUST

Runs on: A500, A600, A1200
Publisher: Daze
Price: £10
Release: Out now

We marvelled at this when it was first released (reviewed in issue 33 by ex-AP-Dep-Ed-turned-Alien-Planet-level-specialist Stuart Campbell), because for a top-quality game to be released at only £17 was great for everyone concerned. And now it's a mere tenner. We marvel yet further.

Yes, *Super Stardust* (the new and improved version) has been out for a while, but if you've been umming and aahing about whether or not to spend your hard earned cash on an updated version of *Asteroids,* then at this price you've got no room for indecision.

Although *Asteroids* is an old game (one of the first coin-ops ever, in fact), *Stardust* is full of great graphics, excellent gameplay and best of all, a challenge. It's bloody hard. But thankfully, bloody great fun as well. And the potentially repetitive nature of *Asteroids* is broken up with the tunnel sections that get you to the five different worlds in the game. And there are the optional special missions (using another classic game, *Thrust*) to try out as well. So not only is it great, it's tremendous value for money too.

It's all lovingly put together, beautifully drawn, adrenaline-pumping stuff, suffering slightly from the fact that there's no keyboard option, but still one of the most addictive, enjoyable and tough games it's been my pleasure to play.

So if, like the vast majority of unseeing Amiga owners, you failed to buy this the first time round, make amends without delay. Or else.

● *PAUL MELLERICK*

THE BOTTOM LINE
A first-class game at an amazingly low price. *Stardust* is a model to programmers everywhere of what can be achieved with just a little thought and patience. Original? Well no. But cracking good fun? Yes, of course.

91 PERCENT

SOCCER TEAM MANAGER

Runs on: A500, A600, A1200
Publisher: Alternative
Price: £13
Release: Out now

There are two possible reasons why there are so many football management games around at the moment and which one you believe depends on your general stance on life.

For the cynical among you, those who view every facet of life with caustic suspicion, the reason will be clear. The software houses have realised that Amiga gamers will buy any old crap, just so long as it's a football management sim, and they're CASHING IN.

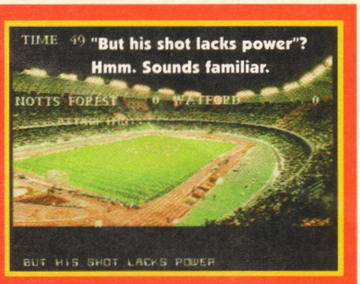
For the other half of the world, those who think that life *is* genuinely getting better and that world peace *is* a possibility, if only enough people *believed* it was, there is another answer. It's that so many people *love* football management games that there're always people programming them at home, trying to add their own unique contribution to the footy manny pantheon.

As far as this game goes I'm of the second persuasion: this game is obviously written by Italian footy manny sim fans who obviously have a great (ahem) *love* of *Championship Manager.*

Let me get to the point. *(Please. – Ed)* *Soccer Team Manager* is crap. It's well intentioned I'm sure and the publishers tell me that it's "attractively priced" and "easy to get into" and that their young children *love* playing it, but it's a very simple, text-based game which has lifted most of its English and quite a lot of its approach from *Championship Manager.* However the game lacks the depth of *Championship Manager* and, frankly, quite a bit of the charm.

In its defence it's very up-to-date and it features the Italian Serie A as well, in case you want to manage an Italian team. Frankly, though, if you want some depth and sophistication, together with lots of stats buy *Championship Manager* on budget.

● *STEVE FARAGHER*



THE BOTTOM LINE
Straightforward football management game that's basically the same as all the others except that it's slightly less attractively presented (and I didn't think that was possible). It's cheap for a new game, but not worth it.

34 PERCENT

JURASSIC PARK

Runs on: A1200
Publisher: Ocean
Price: £17
Release: Out now

"Puchhhm Ka-Chak a Dagga Dagga Doo." (Scheming Celt Turncoat Steve McGill, AP33.) "After reviewing this game, I never ever wanted to see it again in my life ever." (Scheming Celt Turncoat Steve McGill, AP37.) It's amazing how a few weeks of enforced play to provide a step-by-step solution can change your mind. But the criminally disloyal Scot's efforts were not in vain, for I was able to use the passwords littering his guide to see the famous *Doom* On The Amiga 3D sections after losing patience with the tiresome three-quarters view maze/puzzle levels.

Jurassic Park, you see, while commendably denying the platform format of ease, falls into the film licence trap of targetting the largest possible audience by not bothering to be at all clever. Or good: while it looks and sounds tremendous, it plays like a platter of fishpaste sandwiches. You can outrun the scrolling of the maze sections and so drop off unconvincingly dangerous 'high cliffs' before you can see where the ledge below is placed, there's terrible slowdown when more than four dinosaurs are on the screen and the puzzles tenaciously refuse to rise above the locked gate/interrogate computer/learn security key is in the shed in sector three/but – oh no! – the power to the door's off level. The one whit of intelligence comes in tying the levels together in one huge map so that it's possible to escape a section only to find out you've missed a special pass (or something similar) and so have to go back later on.

And so to the 3D bits. Damned impressive on first sight with shadows and lights, pictures on the walls and music that gets all excited when a dinosaur is about to leap upon your head, you soon realise they're exactly as vapid as the maze sections. You run around, you shoot a dinosaur, you go through some doors, you curse the oily controls and lack of sense of direction on the map, you become annoyed at not being allowed to shoot Dickie Attenborough despite the fact he's clearly standing directly in front of you, then you get a bit of a headache and go home to watch Duckman. (The Late-night Cartoon of Champions.) It's all a bit empty and dull really.

● *JONATHAN NASH*

THE BOTTOM LINE
Ponderous and onerous overhead sections, speedy but dreary 3D bits. A different kind of film licence, except it turns out to be just as boring as usual. Buy *Stardust* instead. You'll save money and have much more fun.

50 PERCENT

RACKNEY'S ISLAND

Runs on: A500, A600, A1200
Publisher: Megatronix, 21 Tiled House Lane, Brierley Hill, West Midlands
Price: £10
Release: Out now

I don't really want to talk about this one for too long. It's a platform game. It's a very simple platform game. And it's also dull, unplayable, boring to look at and not much fun at all.

There are about two colours on the screen (or so it seems), the controls are awkward, the game structure is poor and repetitive and the whole thing is about as original as American tourists.

Okay, so it's only a tenner, but I could fill up the rest of this magazine on better things to do with a ten pound note. In fact, as may have already been said, take a good, long look at the *Stardust* review somewhere in this section.

● *PAUL MELLERICK*

THE BOTTOM LINE
Boring, dull, samey platform. Cheap, is a very apt way to describe it. It plays badly and it looks awful. I don't ever want to see it again.

19 PERCENT

GLOBAL EFFECT

Runs on: CD32
Publisher: Kixx
Price: £10
Release: Out now

Well, *Global Effect* is very like *Sim City* in initial impact. You know, you've got this world and all the tools you're ever going to need and you've got to build it up into a perfect example (or your own interpretation of perfect) of what a world should be.

The twist is that this time, rather than the relatively simple task of *Sim City*, building cities, your task is to make sure the world doesn't get over polluted, damaged and all sorts of other things into the bargain.

Global Effect is a novel slant on the 'god' game, but unfortunately there's a severe lack of anything going on to keep you interested in the game. There's also a long list of faults – the main one being that success depends, bizarrely, almost entirely on how many trees you get to grow and little else.

● *PAUL MELLERICK*

THE BOTTOM LINE
Although the theory behind the game is intriguing – building up a world the right way, instead of the way we've done it – *Global Effect* is poorly conceived and takes ages to get anywhere in. Damn shame that.

55 PERCENT

WILD CUP SOCCER

Runs on: CD32
Publisher: Kixx
Price: £10
Release: Out now

If you don't like the idea of *Brutal Football* (see below) because it's based around American Football, then Wild Cup Soccer could be the game for you.

On the other hand, all we've got here is the same game as *Brutal Football*, but about real football instead. It's got the same mindless (and really not very amusing) violence, the same slow and repetitive gameplay (just get the ball, and kick it up field à la late 80s Wimbledon) and some really bad and unconvincing animation just to round things off nicely.

Cam didn't like it very much when he reviewed it in issue 40, and even with the always welcome addition of a two-player mode, it still isn't very good.

● *PAUL MELLERICK*

THE BOTTOM LINE
Almost exactly the same game as the now discredited *Brutal Football* (see below) only about Soccer. And somehow worse in the playability stakes. Unbelievably.

18 PERCENT

BRUTAL FOOTBALL

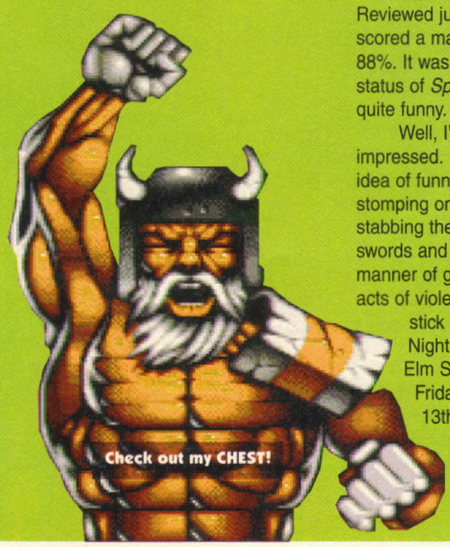
Runs on: CD32
Publisher: Kixx
Price: £10
Release: Out now

No, no, no and, er, no. Again. I'm not going to stand for this. The Scheming Celt Turncoat Steve McGill may like *Brutal Football*, but in my opinion he was wrong. Reviewed just over a year ago, this scored a mammoth (for AMIGA POWER) 88%. It was compared to the god-like status of *Speedball 2*. It was said to be quite funny.

Well, I'm sorry, but I'm not as easily impressed. If your idea of funny is stomping on people, stabbing them with swords and all manner of grotesque acts of violence then stick to your Nightmare on Elm Street or Friday the 13th films. And when the violence begins to get in the way of the game, then frankly it just ends up like *Mortal Kombat 2* – all blood and no guts.

Okay, so the basic idea of the game is a bit of laugh and there are plenty of gaming options (league, cups and the like) but the whole effect is of just a hyper-violent yet diluted *Speedball 2* rip-off, viewed from the side instead of above. And that's no good.

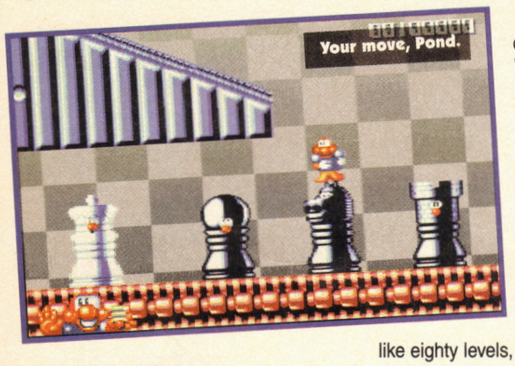
● *PAUL MELLERICK*



THE BOTTOM LINE
Well it features freakish, senseless violence galore which is normally a good sign, and *Brutal Football*'s easy enough to play, but the end result is neither as satisfying nor as compelling as the mighty *Speedball 2*.

19 PERCENT

JAMES POND 2



Runs on: CD32
Publisher: Kixx
Price: £10
Release: Out now

Well, all I can say is thank goodness they decided to do a third one, because if this had been the last in the James Pond series, it would have been a disappointing end. Whereas *JP3* gets loads of things right, *JP2*, although regarded as cool and even (possibly) revolutionary at the time, doesn't. In fact it's an awful game.

Okay, the first eight or nine levels are fun and intriguingly big, but when you realise that there are something like eighty levels, all basically the same, the fun begins quickly wears off. And after an hour or so of playing level after level, jumping here, stretching there and bouncing off this and that, the game quickly loses any appeal it started with.

It's not badly drawn or animated. There's no duff sound or bugs. It's just that it's completely boring and utterly predictable.

● *PAUL MELLERICK*

THE BOTTOM LINE

As far as I'm concerned this is one of those great computer game mysteries. *(What, like the 'Whatever happened to* Scooby Doo In The Castle Mystery*' mystery? – Ed)* Why does everyone but me seem to like it so much? Eh?

55 PERCENT

JAMES POND 3

Runs on: CD32
Publisher: Kixx
Price: £10
Release: Out now

So you like Pond, do you? Then with the best two Pond games going for a tenner each, this is definitely a good month for you. I actually prefer the third (and final?) game because of its size, variety and hidden bits.

James Pond 3 is trying very hard to be an Amiga version of a game from the *Super Mario* genre. What this means for the player is a game varying in pace, with lots of hard thinking to be done and all sorts of tricks and tactics to learn.

There are some annoying pixel-perfect jumps and some of the game mechanics (actually trying to stand on a solitary block, for instance) are frustrating. But it's quite clearly the most enjoyable and playable of the James Pond games and will definitely keep you going happily for a long time. *(Paul is, of course, entitled to his opinion. – Ed)*

● *PAUL MELLERICK*

THE BOTTOM LINE

The third, and best, of the Pond games, borrowing heavily from our console friend, Mario. Admittedly, a couple of niggly aspects spoil the overall fun, but at this reasonable price you're getting definite value for money.

71 PERCENT

B-17

Runs on: A500, A600, A1200
Publisher: Powerplus
Price: £17
Release: Out now

In many ways AMIGA POWER can be likened to a B-17. It thunders around the world, bringing devastation upon the unworthy in the name of justice. J Nash spits incomprehensible cartoon references from his position at the tail gun. Cam drops thousands of pounds of lethal games knowledge through the bomb doors. Steve navigates us through the complexities of football management games with his remarkable map-mind. Paul speaks a strange language into the radio set. Sue squats tetchily in the ball turret. And I, of course, sit at the helm, guiding us safely to our ultimate destination, wherever that might be, with a steady nerve and a steady hand. And my special *Dawn Patrol* Jacket, which I'd really rather not give away in the competition on page 45.

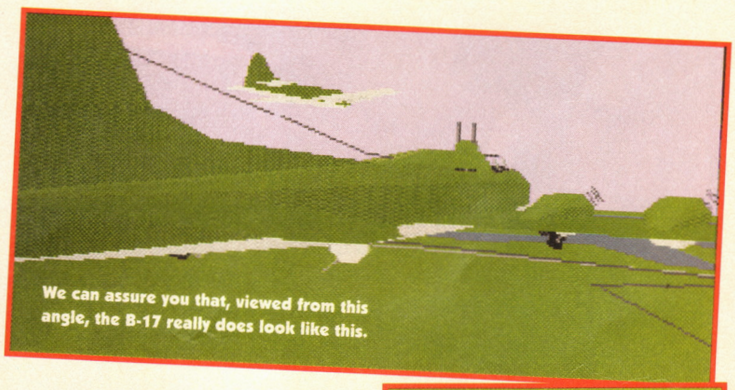
In *B-17* (AP25 83%), however, you must do all these jobs single-handedly, jumping from rôle to rôle rather like Alec Guinness in Kind Hearts And Coronets. The computer helps you out, though, looking after everyone apart from whoever you're currently controlling.

The graphics are fantastic – your B-17 really does look like a B-17, complete with propellors that go round, wheels that don't quite retract completely so the tyres stick out a bit, frames around the windows, guns which swivel about, and stars on the wingtips. It taxis onto the runway and then, as it gathers speed, the tail wheel lifts off before the main ones follow a few moments later. And it looks even better just as soon as it's in formation with a couple of others.

Perhaps a lumbering bomber isn't quite as entertaining to fly as a nimble fighter, but *B-17* compensates with its tricky crew-juggling and slick, atmosphere-enhancing presentation.

Unquestionably, *B-17* is the king of World War 2 bomber simulations, just as AMIGA POWER is the all-powerful cosmoplast of computer magazines.

● *JONATHAN DAVIES*



THE BOTTOM LINE

***B-17* may be a little slow on lesser Amigas, but is otherwise a faultless and hugely entertaining simulation of this popular World War 2 strategic bomber.**

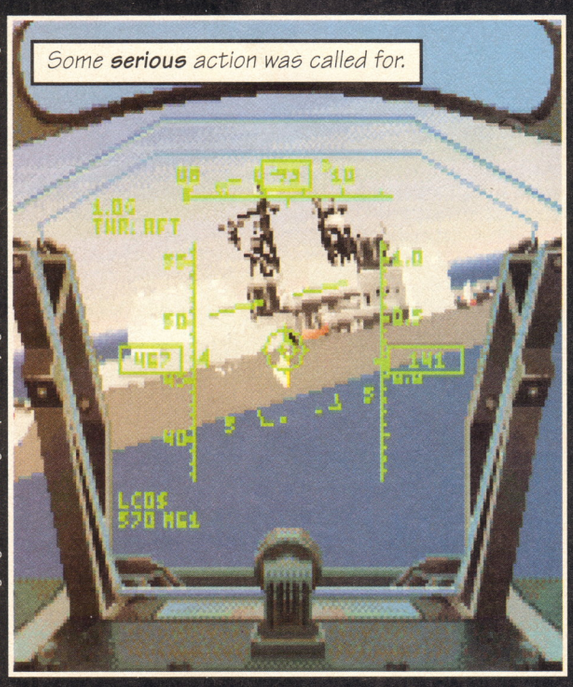
83 PERCENT

It was a TOUGH ASSIGNMENT...

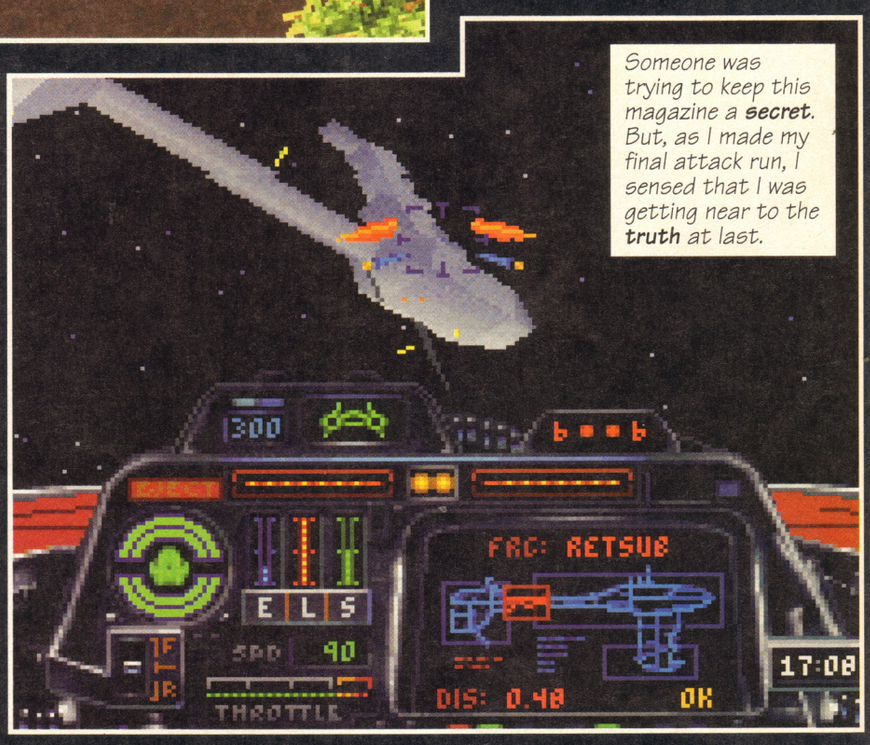
"Find us a **new** kind of PC games magazine," they said. **Yeah**, like I was just going to pop down to the shops...

The **Cyberdemons** put up quite a fight, and the dragon was no pushover. But I needed **fearless** reviews of the biggest games, and by God I was going to get them!

I demanded **exclusive** previews of the hottest titles. Infallible playguides. Competitions of almost illegal intensity. But still, no joy. That's when I started getting **really annoyed**...

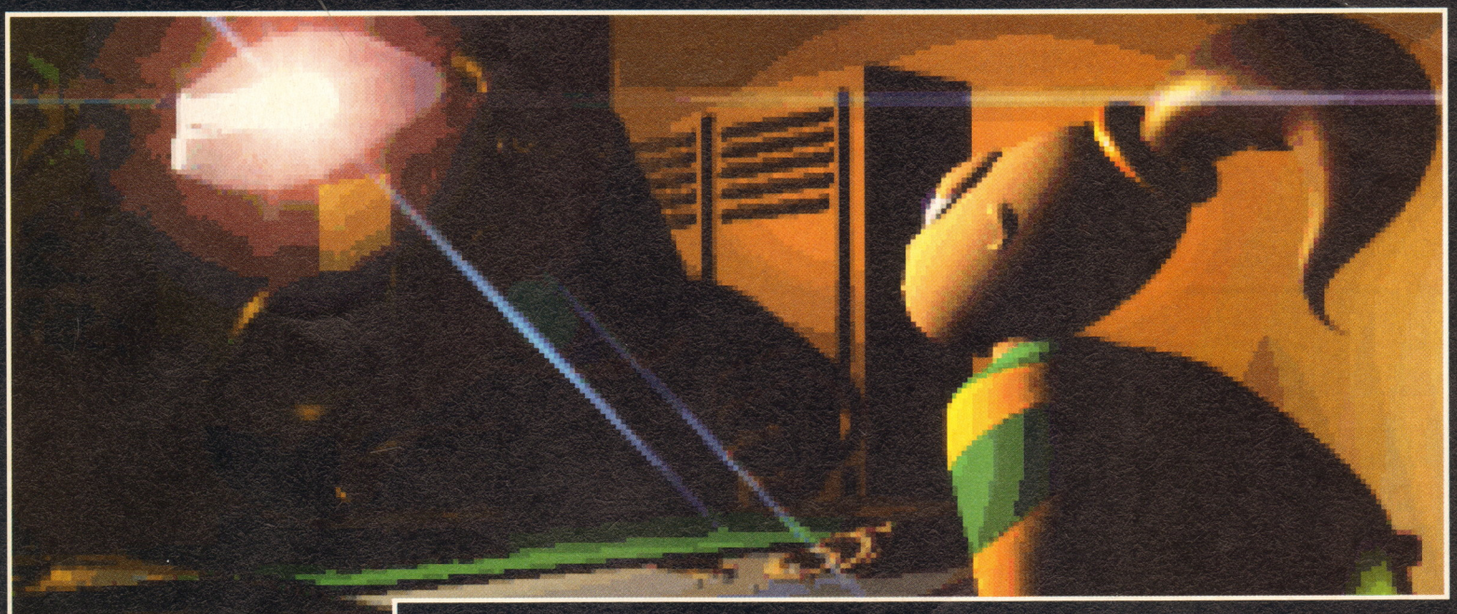


Some **serious** action was called for.



Someone was trying to keep this magazine a **secret**. But, as I made my final attack run, I sensed that I was getting near to the **truth** at last.

Doom 2 & X-Wing: Virgin Interactive. Magic Carpet , US Navy Fighters & LBA: Electronic Arts. Alone in the Dark 2: Infogrames.



And then I found it. They told me everything. I'd expected something big, but **nothing** - NOTHING - as big as this!

...but I MADE IT!

PC ATTACK

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Thursday 13th April

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PD

Beat-'em-ups, *Battlezone*, fruit machine simulators and multi-player tank combat games? What a terrific array of PD games we have in this month's section. You might as well tear the rest of the magazine up and burn it. If you want.

THE ART OF BREAKING HEADS

Exclusive PD

Right. Straight from the off, let me say this is the best name for a beat-'em-up I've ever heard. Forget street fighting and kombat – breaking heads is what it's really all about.

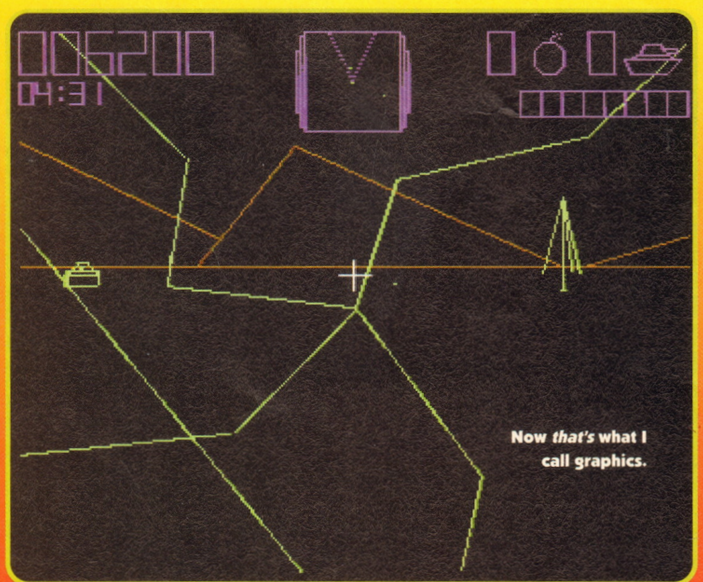
Name aside, this is neat, playable and a bit of a laugh. If you're expecting to find a cheapo *Shadow Fighter* you're going to be more than a little upset. But if you know someone who's forked out £43 for *Rise of the Robots*, this should give you more than enough reason to laugh at them in a hearty fashion.

The graphics are a bit on the shabby side, although they move quite convincingly and have just the right amount of weight to them, and there's a problem with the collision detection when you're up really close to an opponent. The game can also be undecided about when you need to turn around to face the other way (when you jump over the other player's head, for instance).

As usual there's a two-player mode and a one-player tournament, and although *The Art Of Breaking Heads* doesn't do anything particularly new or interesting to the genre, this is a perfectly playable game which could be really good with some new graphics and a little tidying up.

THE BOTTOM LINE:

The first truly playable beat-'em-up I've seen on PD, but there's nothing new or interesting to make it stand out. And there are a couple of niggly faults. ★★★



Online PD

Hello, and welcome to a fast PD version of *Battlezone*. Yes, it's time to get into your tank, speed around a vector graphics landscape and fire at other (yes, you've guessed it) vector graphic tanks.

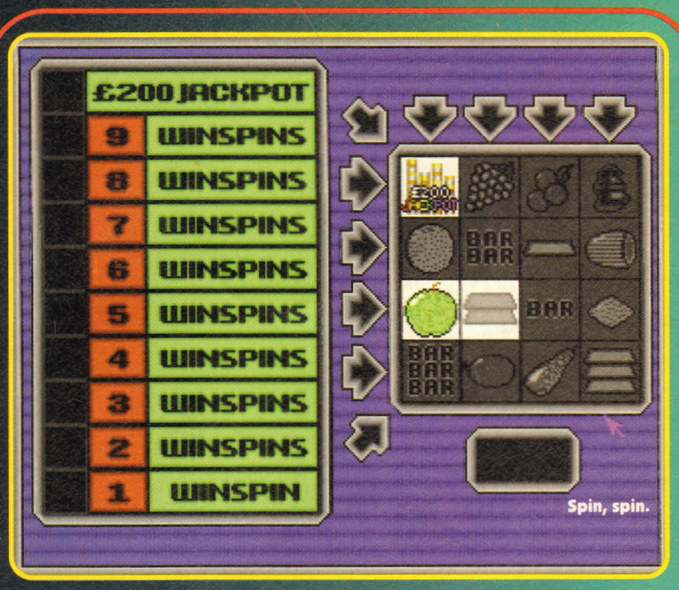
There's not much more to it than that. There's no goal as such – just destroy everything that moves. And if you can't see it on screen, take a look at your radar and chase the little white dots until you find something. You'll have to learn to be accurate with your firing, though, or you'll end up losing one of your three valuable lives. And we can't have that, can we?

I actually quite like this, even though there's not that much to it. Some sort of point to the game, or even a target number of tanks to destroy, would add another element of excitement to the proceedings.

THE BOTTOM LINE:

There's very little to it, and no task to achieve as such. But if you fancy a nostalgic blast every now and then, this is more than up to the job. ★★★½

MAGNETIC FIELDS TANKS



SUPER MEGA FRUITS

Online PD

If the full-price market is saturated with platform games, or footy management games, or beat-'em-ups, then PD libraries have more than their fair share of fruit machine simulators. And here's another one.

It's got four reels, a grid of fruits that fill up as you collect them on the winning line, and all the usual gamble/collect and other fruit machines features. This PD disk is only a small demo of what's available, and strangely doesn't actually throw many of the full game's options at you. Still, it's nicely done, with all the buzz you get from playing a real fruit machine, and the complete version is only £5.

There's not a lot more to say about this. It's a fruit machine game, it works and you'll know what you're letting yourself in for if you get hold of it. Even if it is a bit limited.

THE BOTTOM LINE:
A perfectly serviceable fruit machine game, even if it's

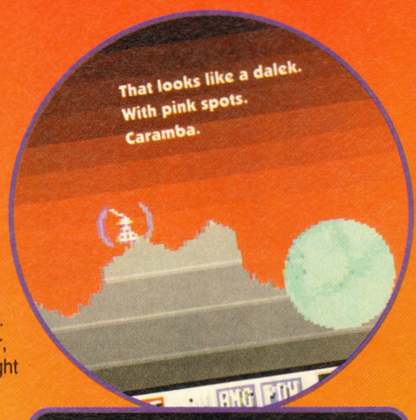
CHARR

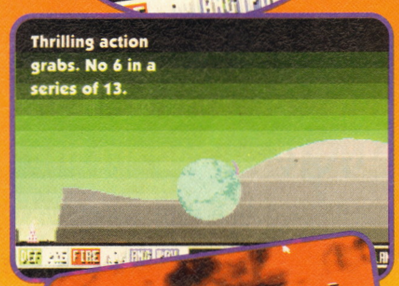
Online PD

Have you seen the *Scorched Tanks* game we put on our coverdisk back on issue 40? If you have, then you'll already be familiar with the game style, but if you haven't, let me explain what's going on.

It's your ship against up to seven others, in a battle to the death. Your only means of attack are your stock of missiles. You set the angle, set the power, make sure you've chosen the right type of missile and then fire it. Finally, you get to watch the explosion.

There are all sorts of options, all sorts of weapons, different types of shields and terrains to mess around with and the computer opponents can even be tailored to make things that much harder (or easier). It's very similar to *Scorched Tanks*, but different enough – with loads of weapons and things, and most importantly an eight-player mode – to warrant a look.





THE BOTTOM LINE:
An eight-player game is a riot, and with all those options you could be playing it for ages before you get bored. ★★★★

WHO? WHERE? HOW?

Right. So you've read the reviews. Don't believe a word of what I'm saying and reckon you quite fancy playing them yourself, do you? Fine. If you want to know where to get them from, ring the following companies for more information. Exclusive PD are on (0705) 642409 and Online PD can be contacted on (0704) 834335.

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HI-HO SILVER LINING

Games. That are released on the CD32. That have previously been released on the Amiga. Are here. Reviewed.

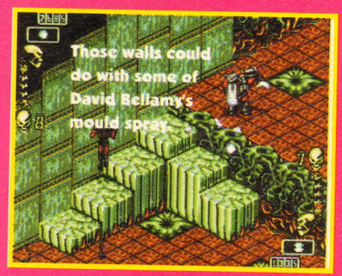
SKELETON KREW

Core, £35
Amiga version: AP47 59%

You know CDs, right? Well, forgive me if I'm being stupid here, but isn't the whole point of using CDs to make better games? (And I don't just mean 'better' in the sense of a couple of extra levels, an intro sequence and some music.) If it is, then I wish people would get on and do it.

The reason for all this moaning is *Skeleton Krew*. I reviewed the disk version in the last issue, and then a couple of weeks later this CD release lands on my desk. And it's practically identical, apart from a bit of music. Not even an animated intro.

But the real pain in the neck is the control system. The disk game has a handy feature whereby, if you've got a two-button joypad, you can lock your weapon to point in one direction while walking in another.



With the CD32 version you don't have that luxury. You can hold down two buttons at the same time to achieve a similar effect, but it's all very fiddly and you end up locking in the wrong direction and having to rotate back or forward to get in the right position, and then if you press the other button you switch weapons and then you have to switch back... It's so confusing and slow.

So strangely, the CD version of *Skeleton Krew* is even worse than the already-terribly-tedious disk version, and by a significant margin.

● *PAUL MELLERICK*

THE BOTTOM LINE

CD32 Thanks to the deletion of a couple of control methods, the game has become even more frustrating and dull than is was last month. And that's inexcusable.

35 PERCENT

Mindscape/£35
Amiga version: AP42 91%

And welcome back to *Theme Park*. Yes, truly one of the best games of 1994 is now about to hit your CD32. Only it's erm, been on a bit of diet. In fact, if such a thing were possible, then this version of *Theme Park* would make Barry Bethall and Slim-Fast look positively fattening. You see, there are a couple of problems with the CD32 version. For a start, you can't save the parks you create. Well not really.

I mean, you can save your details and the amount of money and all that, but once you switch off your machine, the park you've spent all that creative energy on disappears faster than you can say "Oh no".

But there's more to it than that.

The intro for instance. Yes, it's still nice to look at, but for some reason the speech has disappeared to be replaced by some naff 'clown' music. What's the problem? If you can't put speech on a CD, where can you put it? And then there are the menus: they haven't bothered altering the text, so messages like 'press left mouse button' still pop up. Yes, you can connect a mouse, but even then the opening menu screen has F1-F5 optimistically placed alongside the options. It's all got a rushed, sloppy feel to it, as if the CD32 version is merely an afterthought.

Admittedly there isn't much they could have done about the save-game problem, given the CD32's lack of on-board memory, but *Theme Park* is now quite a bit less fun.

● *PAUL MELLERICK*

THE BOTTOM LINE

CD32 Still enjoyable, but now smacks of sloppiness. And without a proper save facility there's a lot of time wasted. A shame.

75 PERCENT

THEME PARK

GAMES

GRAVITY FORCE 2 +Y
Game of the year '94!!
STARBASE 13 (2) +Y
Brill point 'n' click
ROCKETZ AGA Y
Excellent shoot em up
MEGABALL AGA Y
Arkanoid clone
MECHFORCE +Y
Strategy game
MOOSE DRIVE +Y
Good overhead racer.
SOCCER CARDS +Y
Footy game
HIGH OCTANE +Y
Fast racing game
18TH HOLE GAME (2) +Y
Great golf game
ZOMBIE APOCALYPSE +Y
Shoot em down!
FIGHTING WARRIORS +Y
Streetfighter clone
DITHELL IN SPACE +Y
Good platformer
OSWALD +Y
Nice jumping game
DONKEY KONG +Y
Classic arcade game
GORF +Y
Good game
STARIANS +Y
Spacey shoot em up
ICE RUNNER +
Good Platformer
ORC ATTACK +Y
Fight them off
MADFIGHTERS Y
Beat up your opponent
ORBIT (2) +Y
Brill space flight sim
GALACTIC PREDATOR +Y
Action packed
FANTASY FOOTBALL LEAGUE +Y
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ACTION REPLAY V4 (AGA) Y
1200 version of the above
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WB 2 replacement
DISKMASTER 3 +Y
Dopus clone
X-PASSWORD +Y
Password protection for disks
BBASE 3 +Y
Database program
VIDEOTRACKER (AGA) Y
Create your own demos/videos sfx
N.COMM 3 +Y
Comms software
SUPERDARK +Y
Screen blanker
V-MORPH +Y
Good morphing prog

NOBLE HOUSE

48 EDNAM DRIVE,
GLENROTHES, FIFE KY6 1NB

DEMOS

HOIS AGA Y
FULL MOON AGA Y
APOCALYPSE +Y
BIG TIME SENSUALITY (2) Y
ENDLESS PIRACY (2) +Y
IPEC ELITE +Y
LETHAL EXIT +Y
NO LIMITS +Y
ALPHA OMEGA +Y
RED SECTOR (2) +Y
INTERFERENCE +Y
GLOBAL TRASH +Y
STATE OF THE ART +Y
9 FINGERS (2) +Y
VIOLATOR +Y
WARFALCONS +Y
ZEUS +Y
TRACKMO +Y
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SPIRIT OF NONSENSE +Y
SINKING DEMAND +Y
GLOBAL TRASH +Y
MENTAL HANGOVER +Y
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THE THING +Y
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CLAUDIA SCHIFFER +Y
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FENNTASTIC 3 +Y
FENNTASTIC 6 +Y
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FIT CHIX 2 AGA (2) Y
FIT CHIX 3 AGA (2) Y
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GIRLS GIRLS GIRLS 2 +Y
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MADONNA (3) +Y
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MAGNIFICO 2 +Y
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DO THE write thing

A more than pleasing selection of letters both real and 'virtual' this month encourages us to increase our endeavours, to strive even harder in the cause of Amiga justice and gives us a funny, warm glow in the pits of our stomachs. Aw shucks.

● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"CREDIBILITY IN THE WORLD"

Dear AP,
I could not agree more on the baronship of Peter Molyneux, but did you know that in Japanese, the words 'Peter' and 'Molyneux' rather embarrassingly mean 'Wooden tit'? I hope the information above DOES IN NO WAY endanger Mr Molyneux's credibility in the world of professional programming.
Yours truthfully,
Craig Hesmondhalgh, Blackpool

Hooray, and what a start to this month's letters page – it picks up on all of AP's mannerisms, refers to past mags, has a few capitals in it and contains a blatant lie. Or does it? Or DOES it? OR DOES IT? And speaking of which...

"HOW TO PUNISH WAVERERS"

Dear READERS OF AMIGA POWER,
As a regular reader of AP, I feel it's my duty to DISSEMINATE ESSENTIAL INFORMATION, and I believe the contents of this letter to be VITAL TO THE SURVIVAL OF MANKIND. Some AP readers may have noticed a lot of words in CAPITAL LETTERS in recent issues, and I can exclusively reveal that these are but one part of a sinister plot to DESTROY THE WORLD AND ALL WHO LIVE IN IT, hopefully including MR BLOBBY.

The capital letters that we have seen so much of recently are actually a paper-based version of STAGE HYPNOTISM, in this case forcing all the readers of AMIGA POWER to PICK UP THEIR WEAPONS AND FIGHT FOR THE CAUSE OF STEVE THE PUBLISHER.

The art of HYPNOTISM THROUGH CAPITAL LETTERS was first used successfully during WW2 by German forces to make people succumb easily to advancing armies by dropping copies of YOUR ENIGMA magazine over enemy lines.

This is the real reason why 300,000 troops were trapped at Dunkirk. This is the real reason for Stuart Campbell leaving *(And not, for example, a 250% pay rise – Bitterly poor Ed)* and anyone who suggests that he was jealous of JD because he was editor SHALL BE DEALT WITH IN APPROPRIATE WAYS. In fact, the few months JD 'had off' before becoming editor were SPENT IN HELL, LEARNING HOW TO PUNISH WAVERERS BY TYING THEM TO CHAIRS AND MAKING THEM PLAY TWO-PLAYER GAMES OF *RISE OF THE ROBOTS* AGAINST A DEFORMED BANANA.

There's only one way to stop Steve the Publisher TAKING OVER THE WORLD, and that's UNITING UNDER A FLAG OF HUMOUR and writing letters ENTIRELY IN CAPITALS until he stops.
Yours paranoia-ingly,
Brett Davids

Sorry? Steve who?

"WILDEBEEST GRAZING OUTSIDE"

Dear AMIGA POWER,
Cooey all. Henry the pouncing lion here again. I'm writing to complain, just by way of a change. Simba the Lion King? Simba the Pouncing Pillock more like! It's giving lions a bad name you know. Of course, I'm not jealous at all. I auditioned for the part of Simba you know. Said I was too British. What did they expect from a lion from Bromley? Henry is a much better name than Simba when it comes to royalty. How many King Simbas have there been? Exactly. Honestly, I ask you. Of course, if I'd been in it, the computer game would have been fab triff wizzo. Oh well.

Please spare a thought for poor Uncle Arthur from London Zoo, who passed away recently. He didn't like being cooped up in a zoo you know, people staring at him all day long. At least he had two decent meals every day though.

Must go now 'cos there's a rather large herd of wildebeest grazing outside my front door and I'm feeling a little peckish. Pounces and purrs to you all and may your joystick never wilt in the noonday sun.
Yours in the shrubbery,
Henry the Lion, Bromley.

You're being silly now. Everybody knows that lions can't write letters without proper supervision.

"IMPORTANCE OF THINGS BOVINE"

Dear AMIGA POWER,
You have no idea what it's like being a cow. I don't mean to beef about it. *(Aha ha ha. – Ed)* but when you're a regular for Sunday lunch and people wear your skin, it's enough to send you mad. At last though, we cows have the recognition we deserve. Congratulations must go to Acid Software for realising the importance of things bovine. Cows have known for quite some time that we are superior creatures and it's moosic to our ears *(Aha ha ha. – Ed)* to find some humans who agree with us. Cows of the world rejoice.

I say let the message be herd *(Aha ha ha. – Ed)* (I want to milk this one *(Aha ha ha. – Ed)*, udderwise *(Aha ha ha. – Ed)* what's the point?) and we must get it off pat *(Aha ha ha. – Ed)* or face the horns of a dilemma. *(Aha ha ha. – Ed)*
Yours Cud-chewingly,
Clover Cow, The Countryside.

Cows can't write letters either. And who's Pat? Can we have some letters from people now? Preferably without cows in them? Please?

"TYING WHEELS TO COWS"

Dear Animal-hating AP,
So you thought you could fool me with your 'Protect our woodland friends' routine? Well, let me tell you that putting wheels on cows' legs isn't very animal-friendly. There'll be a cry of outrage as innocent cows will soon be tormented across England by children following your lead and tying wheels to cows. You should be ashamed.
Yours angrily,
Joao Cunha de Sequeira Amaral, Amarante, Portugal

Hnnnnghhhh...

"CRAWLING THROUGH YOUR INFESTED FLESH"

Dear Mr AP,
At the beginning, Kangaroo Court was witty, original and funny. Now it's about as good as *International Rugby Challenge.* Get rid of it. Now. Thank you. Or else you shall be infested with maggots and when they are finished crawling through your infested flesh, you shall pupate into a fly only to die when your best mate comes along with a fly swatter. Or one of Kangaroo Court's slightly more horrific executions.
James Hutchinson, Newtownbutler

You hate it, millions don't. According to reader polls, it's one of our most popular features. But because you, James Hutchinson, ask us to stop, we shall. The person responsible for Kangaroo Court has been fired and his family shot and killed. The matter rests.

"I AM DOING A PROJECT"

Dear Sirs,
Hello. I am doing a project on computer piracy and I was wondering if it is possible that you could give me some information on this topic. For example, do you have any information on how the large companies suffer from the effects of piracy, how large a scale piracy is on, what is being done to combat the problem and where the software is being made available. I would be very grateful if you could help with my research.
Andrew Buchan, Glasgow.

No Andrew, you would be very grateful if we would write your entire project for you, saving you hours of research. Sod off and DO YOUR OWN HOMEWORK.

"REGARD THE UNPROVOKED SMEARING"

Dear AP,
For a long time now, my comrades and I have been greatly offended that you, our heroes, have singled us out to be regularly put down, often using unnecessarily harsh language. We consider ourselves professionals in an increasingly small area of work, and we pirates take our jobs seriously *(Hang on – "increasingly small"? – Ed)*. Many of us have dyed our facial hair and collected a sizeable stash of booty over the 30-odd years we've been roaming the high seas. Although ➤

SINGLE WHITE E-MAIL

Where once there was nothing, now there is form. Where once there was silence, now there is noise. After months of relative calm, the InformationSuperAcaciaAvenue has finally choked up with traffic. From universities and from unwitting parents' expensive PCs messages have been buffeted along the HyperSpeedDataRiver to reach the AP office MERE SECONDS LATER.

"BUCKET IT'S RUN"

Dear AP,
I wish to register a complaint.

I wish to complain about this *Rise of the Robots* what I purchased not half-an-hour ago from this very boutique. You want to know what's wrong with it? I'll tell you what's wrong with it, my lad. It's dead, that's what's wrong with it. No it has not crashed. Look, matey, I know a dead game when I see one and I'm looking at one right now. 'Beautiful graphics'? The graphics don't enter into it. It's stone dead. *(Takes joystick and beats up third character... without looking.)*

Now that's what I call a dead game. Oh, 'Got it in Easy Mode' have I? Look, mate, when I purchased this game not half-an-hour ago you assured me its complete lack of difficulty was due to it being in easy mode. That was bleedin' 'medium'. And on 'difficult' it ain't even worth a mention. 'Pinin' for the 1200'? What kind of talk is that? Look, I took the liberty of examining the code and I discovered the only reason it was on the shelves is because they spent a hell of a lot of money on the graphics and wanted some returns.

This game has passed on. It is no more. It has ceased to be. It's expired and gone to meet its programmer. It's a stiff. Bereft of gameplay, it rests in peace. If you hadn't put it on the shelf it'd be kicking up the daisies. It's kicked the bucket. It's run down the curtain and joined the bleedin choir invisible! THIS IS AN EX GAME.

Kindly fetch me another game. *International Rugby Challenge?* That'll do.
Graeme 'Plagiarise' Robb
9456427@lewis.sms.edinburgh.ac.uk

"BOTSWANA IT HAS"

Just out of interest does anybody know the gross domestic *("Product" – no, hang on. – Ed)* of Botswana? It has had me puzzled for weeks.
Yours Rarely Sober Student,
Rich Lockwood
R.J.Lockwood@bradford.ac.uk

"WITHOUT HER ENDLESS"

Dear AP,
My mate Rich says that you put Helsinki in the wrong place, and he made me write to you. Don't pour scorn upon me, pour it upon his shrivelled body.

Who did that bloke who wrote about printers think he was? Oh goody, a techie letter. Yawn. You could tell he was a PC owner. *(Oh no. – Ed)* He has a problem and has to run for help. Typical!

I noticed Isabelle did not get a letter in the last issue. Are you worried? Is she dead? What will we do without her endless exclamation marks? Surely it is the end of the world.
Yours Netsurfingly,
Paul Scholes
P.M.Scholes@bradford.ac.uk

"MAIL SO PLEASE"

Let me try ONE MORE TIME to get through to the mighty AMIGA POWER. I really am fed up of failed mail, so please tell me if this gets through or not.
Cheers,
Duncan Timiney
csc4dvkt@sun.leeds.ac.uk

It... didn't get through. No, only joking. Or are we lying? Or are we lying now? Or were we lying then?

"BISH BOSH OOH OW ARGH"

I am sorry to report that I have some TERRIFYING information of VITAL and IMPERATIVE nature for you.

In your esteemed organ, dated February of this very year you state that the amusingly-coiffured Cute Tiger Girl, featured most heavily in the beat 'em up *Shadow Fighter,* cries "Judith!" before assaulting all and sundry. Would that this was the case. In fact, the dear wee lass shouts "Student!" before unleashing a terrifying hail of stern and, indeed, sturdy blows upon the opposition. "Student!" Thwack! "Student!" Bonka! "Student!" Bish bosh ooh ow argh! and so on. The good people of the world need to be told! About things! Many, many things!
Simon J Brown
lucifer@amdev.demon.co.uk

Truly this is the work of the devil.

"SITE ON THE WORLD"

I was out 'surfing the net' the other day, when what should I find but an AMIGA POWER 'site' on the 'World Wide Web' (see, I know all the jargon). "Watch this space!" it proclaimed, jauntily. So I did. And nothing happened. I shall be writing to my MP.
Mat
mjr1008@hermes.cam.ac.uk

This is quite clearly getting out of hand. The sinister organisation behind AMIGA POWER has 'posted' some of our pages at this address, HTTP://WWW.FUTURENET.CO.UK/GAMES/AMIGAPOWER.HTML We've no idea what that means and urge you to buy the magazine instead.

"POWER WHEN I LAY"

Dear AP,
You ever read AMIGA POWER, kids? Well I do, and I've got this passage memorised. AP 25:17.

"The path of righteous magazine is beset on all sides by the indignities of programmers and the tyranny of evil PR people. Blessed is the magazine who shepherds the readers through the valley of bad games. For he is truly the finder of great games.

"And I shall strike down with great sarcasm and furious captions those who would attempt to poison or oppose those views. And you will KNOW my name is AMIGA POWER when I lay my vengeance upon thee."

"Aaaaaaaaaaiiiiiiiieeeeeeee!!!!!!!"

Blam! Blam! Blam! Blam! Blam! Blam!
The Dark Lord of the Sith
9456427@lewis.sms.edinburgh.ac.u

PS We have a plant in our flat called 'Steve', after Steve.

Steve says: And I now have a shrub in my neighbour's garden called 'The Dark Lord of the Sith'.

"ANIMANIACS HOW DO"

All hail the overlords that are AMIGA POWER!!!

Just thought I would utilise the wonder of modern technology that is the SuperHighOkaduInformationAutoBahn to drop you a little missive.

First and foremost, the magazine is cooler than the first couple, so anyone who wibbles on about the Golden Age is a liar. I mean, how can they compare the wonder of modern medicine that is the current AMIGA POWER, to the quite drab-looking AMIGA POWER of yore? Foolish people.

Now I have the grovelling out of the way, I can address the issue that has plagued my humble existence. What is the music of choice of the funsters at AP? I want to know. You criticise rave music in games, then you criticise grunge-type music in games. What do you like? Tell me, man. And J Nash: Ren & Stimpy are far superior to Animaniacs. How do you feel? Well thanks for listening and that.
Paul Scholes
P.M.Scholes@bradford.ac.uk

J Nash says: You are wrong.

"AGE IN EDINBURGH"

Dear Auntie AP,
Please help me. I don't know what to do. I've been told all along that an Amiga and an active social life don't mix, but I didn't believe them... until now. For the past three weeks, over Christmas, I've been living a lie. I've hardly seen my Amiga at all. Instead I've been going out with my girlfriend to parties and meals and generally enjoying myself. I can't help it. Am I addicted?

This is ruining my gaming life. I have however managed to save myself to some small degree by at least reading about games in these hallowed pages but still I cannot help feeling that this just isn't normal behaviour for a student such as myself in this day and age (in Edinburgh). I am now not sure what to do, please help me in my dilemma (great cars them). *(Great cars, them... damn. – Ed)*
Graeme 'No non-social life' Robb
9456427@lewis.sms.edinburgh.ac.uk

You're the (ahem) Dark Lord of the Sith, aren't you?

"ANSWERS THE LETTERS"

Just a thought, who actually answers the letters page?
Stuart Tomlinson, Manchester
stuart@tomonet.demon.co.uk

"WHY AM I"

If, as the song suggests, I'm a goal scoring superstar hero, then why am I so crap at *SWOS*?
Chris Adcock
cadcock@cix.compulink.co.uk

Maybe your copy's bugged, or something.

"BOUNCEBOUNCE BOUNCE"

Hi! Just to say that I'm using the InformationSuperBusRoute to give you a big virtual kiss, for all the effort that you put into AMIGA POWER last year! There isn't a single thing that you did last year to make me feel upset in any way, I even think Cam is funny! So! *bouncebouncebounce* I just want to say... KEEP UP THE GOOD WORK!!!
Anne-Lise
xuuaw@csv.warwick.ac.uk
PS Don't print this – it's just a compliment.
PPS No, Isabelle Rees DOES use more exclamation marks than me – I counted.

Gawrsh.

"STARGATE IS CRAP"

You're right, Stargate is crap.
Ludwig Ledbury
pl@soton.ac.uk

We are right. As always.

ISABELLE REES E-MAIL

"SPIRIT OF OH"

Aren't e-mails a wonderful thing? So speaks an acknowledged expert on them, an expert cos I spend most of my life on Compuserve. You should check out the Village Inn, where the booze is free, the music's good and the men are cheap *("And" – Ed)* easy. (Not that you guys will really want to know where to find cheap *("And" – Ed)* easy men, but the gals might.)

Well, after that I'm sure you'd appreciate a sensible comment from me. (Wracks brain frantically.) Nope, sorry. You'll just have to do with this load of crap. I cringe at the thought of some of my earlier letters, written in a spirit of "oh it doesn't matter, they'll never print this." Are you *that* hard-pressed for letters to print? Oh God, I can't cope any more.

Well, that'll be all for now folks. (Everyone heaves a huge ➤

sigh of relief.) I'm off to do some cruisin' out there on the highway... ("Watch out for that truck! Oops, too late.") No, I meant the *Information* super highway. See y'all,
Isabelle "L'Elf" Reese
100104.550@compuserve.com

"F-MAX ON THE DAY"

Dear hunts, pits and mustards,

"...Everyone buys AP because it's funny..." Who wrote this? You pigs! I hate you all, I'm going to go into a corner and write a particularly stern letter to the Mail on Sunday. Then I'm going to burn a calf in ritual praise of journo-egocentric-off types who should know better. Boo-hoo. Are the walls of the AP office covered in mirrors? You tarty-tarty-pimp-pimps. So there.

Don't take it as a personal attack, think of it more as a redressing of the balance. Perhaps you'd had too much F-Max on the day that you wrote that bit.
Tim Page
tjp4@leicester.ac.uk

Tim Page. That's a bit of a funny name, isn't it?

"COMPLAIN ON THE COVER"

I have just finished reading issue 46 of your fine Amiga-orientated publication and wish to complain. On the cover of the offending issue, the words 'Mad Cow' are prominently displayed. However, imagine my disappointment when I turned to the letters page and there were, in fact, no letters by Isabelle Rees at all. This is not good enough.
Mat
mjr1008@hermes.cam.ac.uk

"OVER-HYPED FRONTIER"

Just a thank-you for providing the most comprehensive and honest game reviews of any of the Amiga magazines. You were the only mag to see through the over-hyped *Frontier* and so far are the only mag to do a decent *Mortal Kombat 2* review. Keep it up (fnarr).
Jon Mahoney
jonathan@jona.demon.co.uk

And you were going so well.

"IN LEGALLY DESIGNATED AREAS"

I think in the interests of unbiased representation you should print this letter as you have shown only the more militant side of the games-with-animals-in-them-that-you-have-to-kill argument. You are suggesting to impressionable minds that violence and 'dirty' tactics are the only way to get the cause noticed. We at the AiGtYHtKFP (ED) or Animals in Games that You Have to Kill Freedom Party (Edinburgh Division) have been campaigning peacefully for a number of years now and have made substantial progress in the field. For example, after a number of stern letters and charity car-boot sales we managed to persuade Psygnosis to release the animal-friendly Wiz *("And" – Ed)* Liz. But now your harsh tactics and violent methods are likely to bring our whole organisation into disrepute. The sad thing is that this will now bring the issue to public attention, but for all the wrong reasons. And we shall be back to square one.

Take a leaf from the AiGtYHtKFP (ED) book and start employing non-violent means. How about sloganed T-shirts: "Mutilate a Bunny? No Thanks" or "Just say NO to mass killing on a random basis of animals in computer games". Pretty catchy I think you'll agree. Or perhaps print some badges, or put up small non-offensive posters in legally designated areas, or perhaps you and some close personal friends could gather on a street corner and sing to passersby about the plight of our graphically bound chums.

Again I implore you to revoke your violent ways, or at least for the sake of fairness print this letter.
Graeme Robb (AiGtYHtKFP (ED) president)
9456427@lewis.sms.edinburgh.ac.uk

By far the most popular topic this month after SWOS *has been the last minute replacement 'Woodland Friends' back page. Undoubtedly the planned 'Can a 14-Year-Old Boy Do the Special Moves of His* Shadow Fighter *Counterpart?' article with James Attwood being beaten up and set alight would have passed without comment.*

"ONE ROOM WITH ONE DOUBLE"

"I remember the day Frankenstein came to visit. And Robby said he was an anniversary present because we'd known each other for 27 days...there hadn't been any nights..." (giggle) "And as we watched the sun go down with a Diet *("Bloke" – Ed),* Robby said (giggle) "Now we're a family, we should get married..." "The Passion Springs Motel had only one room, with one double and one single bed. Robby and Frankenstein took the double bed. What exactly do they put in that drink?"
Mat
mjr1008@hermes.cam.ac.uk

"A LAUGH OR A BLANK LOOK"

Hello from the USA.

Just a note from "across the pond" to let you know how much I and many other Amiga fans here in the States love your magazine. Amiga users in this country are in a very weird situation: the computer was developed here, but marketed miserably (if at all). So, there are almost no dedicated Amiga dealers left here and none of the major software retail chains carry Amiga software; say "Amiga" in those stores and you'll get a laugh or a blank look. Thus, for many of us, your magazine is a lifeline to a world where people have actually heard of and support this wonderful computer!

Love those coverdisks, too! Good job, folks. Long live AP.
Steve Folberg
s.folberg@genie.geis.com

➤ regarded by many of the world's navies as a bunch of salty, unshaven criminals, we regard the unprovoked smearing of the pirating profession as unacceptable in today's world. Please stop this harassment which will undoubtedly damage our already diminished lifestyle.
Bluebeard and chums

"BLACK ON WHITE IS FINE"

She's right you know. The nice lady who wrote in to your letters page in AP45. Pat Reeves is her name, and she's right. Yes. Why oh why do you make it harder to read the mag by printing text or black letters on dark backgrounds or on pictures?

There are enough colours in the pictures and photos to cater for people with reading problems, so stop messing up the text pages; black on white is fine.
Stig Stiggles Modin, Sweden

"BRAIN ME SENSELESS"

Dear AMIGA POWER,
Why oh why does Isabelle Rees bother to write such incessant tosh that NOBODY WANTS TO READ? Such vital information as WHAT SHE DID ON HER HOLIDAYS and her historic achievement of SENDING YOU HER BUS TICKET. If that makes interesting reading, then you can brain me senseless with a teddy bear's stuffing.
Tim Causer, Wester-Ross

And as if by magic, the shopkeeper appeared...

ISABELLE REES LETTER

"ONE AM HAPPY ABOUT IT"

Dear AP,
So you should help people with their printer problems (see AP46) should you? I'd like to refer anybody who is of this opinion to the bit on the cover where it says "The World's Biggest-Selling Amiga GAMES magazine." *(Although it doesn't any more. It turns out some German mag sells more. – Ed)* See that? It means that the esteemed writers of AP don't care about printers. They help people with GAMES.

So if you want a magazine that deals with printers, I suggest you go and start one yourself. But somehow I don't think we'll be seeing PRINTER POWER in newsagents in the foreseeable future. And I for one, am happy about it. Thank you.
Isabelle Rees, Surrey

AND ANOTHER THING..

Dear Sue,
I have a maths teacher called Huntly. Please be related to her in some kind, unprofess-hunal way.
Will Tiberius Shatner

Sue says: I'm not. The clan Huntley is far rarer than your Huntlys. But perhaps your maths 'profess-hur' is related to Huntly, the Page 7 fella? Or Noah Huntly from Emmerdale? Or (That's enough Sue. – Ed)

In the Secret Cavern, are the Four Fabs Beatle lookalikes or members of the Paul Merton fan club?
Claire, Barry.

We shall never know. The Cavern is no more. Long live the Garden! Until we get bored of it.

Did you know that the loading time of *SWOS* corresponds to the time it takes for Stealer's Wheel's 'Stuck In The Middle With You' to run through fully, to the exact second? Creepy eh? Perhaps there is some divine force at work here which controls our destinies.
Ian Martin, Bristol

And that bloke from Tir Na Nog used to walk in sync with Ray Parker Jr's Ghostbusters.

In months to come, will the number of reviews get less and less? And why do I never see a picture of Jonathan Nash? And *SWOS* is totally bent, and could you print more about *Sinister Theme Park* please?
Anon

Yes. Because his kind can't be recorded on film. We know, and possibly.

An ad for *King's Quest 6* on the back of AP37 said "40% of the game is fully optional. An adventure so vast, you may never see it all." Why bother to include it then?
Marculae Fresher, Stoke-on-Trent

Dear Dazed Cut-out of a man,
I too was a jaded war prostitute during the nineteen-eighties.
Yours ultimately self defeatingly,
Klanger MacMartin

Remember kids. War prostitution – just say NO.

By the way Isabelle, I hope you're not a lad in disguise, because I've fallen madly in love with you.
Brett Davids

Stop that at once.

AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Cyber Otaku Matrix-Jacking Guru High Wizards can e-mail us at: ampower@futurenet.co.uk but we'll only reply in these pages, 'cos we're far too busy otherwise. So there.

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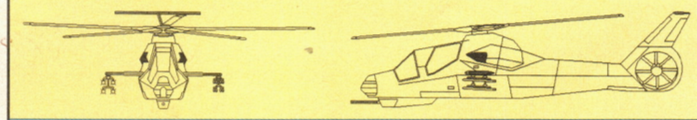

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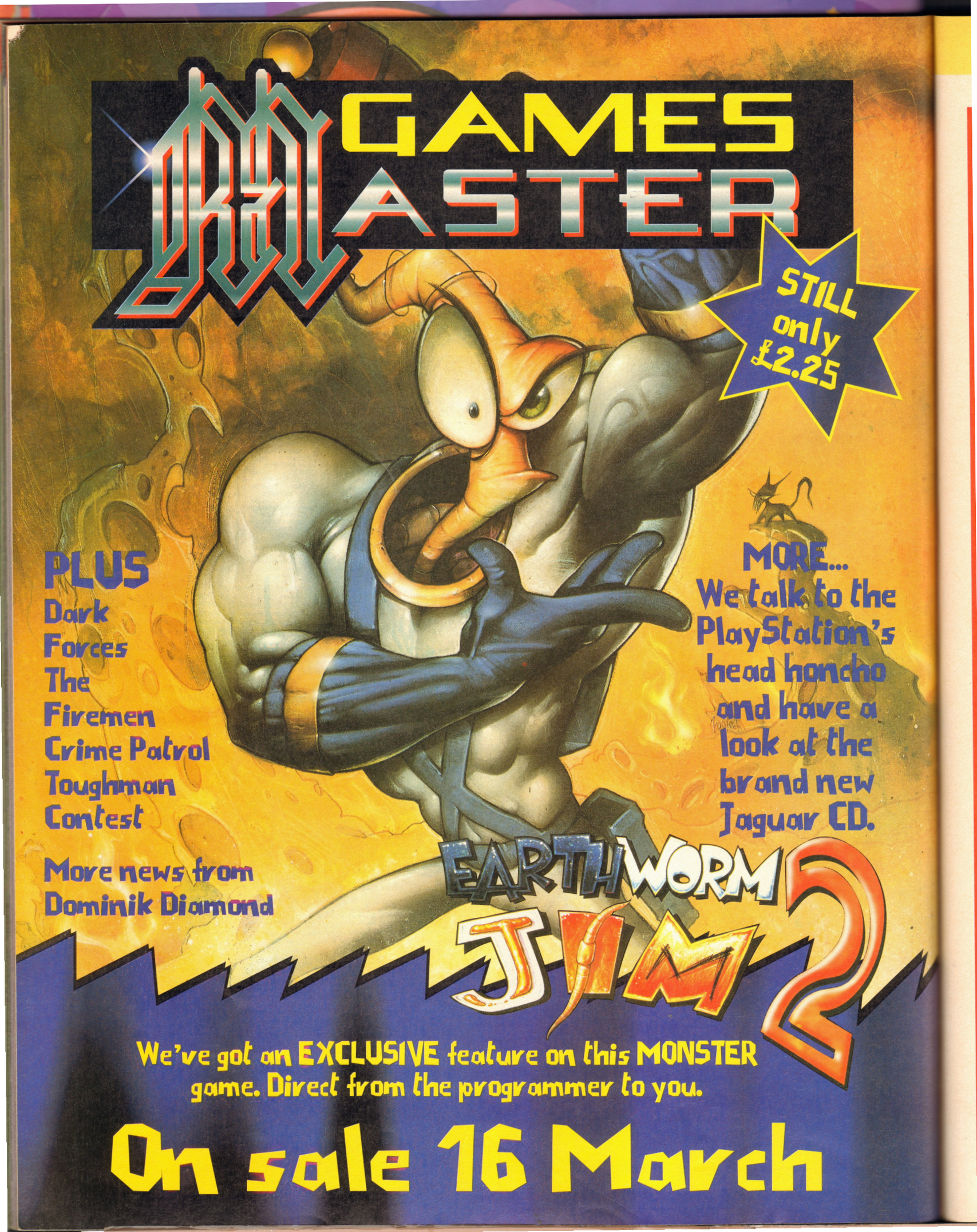

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From the gloomy mists of PR and media inspired hype emerges a heroic figure. CAPTAIN POWER (for it is he) shrugs aside the fawningly odious agents of software companies and JUDGES.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ ALMIGHTY ★★★★★ MIGHTY
★★★★ GOOD ★★★ NOT BAD
★★ BAD ★ RISE OF THE ROBOTS

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

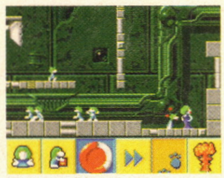
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill

ALADDIN A1200
Virgin £30

AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Pysgnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is much more fun.
★★

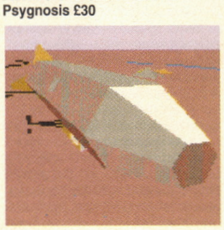
APOCALYPSE
Virgin £30

AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There're only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it in one night if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £10

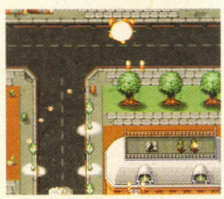
AP38 91% JD
It's just like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £30



AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect predictably high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26
AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★



BASE JUMPERS
Grandslam £26

AP47 70% JD
Arran Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite being the straitjacketed plunge to death) and causing hearty guffaws whenever it's played, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. What a shame.
★★★

BATTLETOADS
Mindscape £20
AP42 9% RP

Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BENEFACTOR
Psygnosis £26

AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

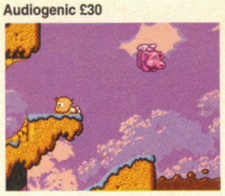
BLOODNET A1200
Gametek £35

AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

BRIAN THE LION
Psygnosis £30

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love. ★

BUBBLE AND SQUEAK A1200
Audiogenic £30



AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

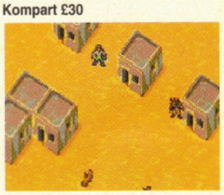
BUBBLE AND SQUEAK A500
Audiogenic £26

AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

BUMP 'N' BURN
Grandslam £26

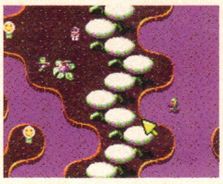
AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30



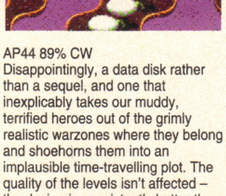
AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of. ★★★ ➤

CANNON FODDER 2
Virgin £30



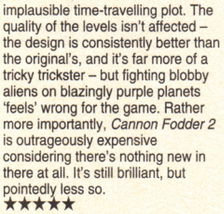
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

CHARLIE J COOL
Rasputin £20



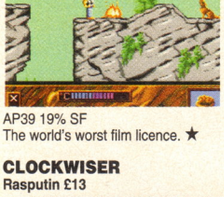
AP43 45% PM
A below-average platform game. ★

CLIFFHANGER
Psygnosis £15



AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

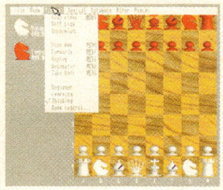
CLUB FOOTBALL: THE MANAGER
Teque £30

AP43 52% PM
A 2%-above-average football management game. ★

THE CLUE
Neo £30

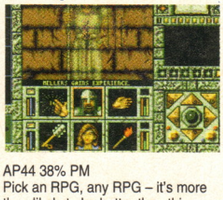
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



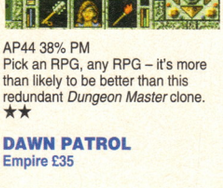
AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL
Empire £35



AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.*
★★★★

D-DAY
Impressions £35

AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.★

DARKMERE
Core £30

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

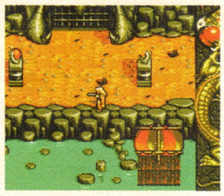
DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom.* Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

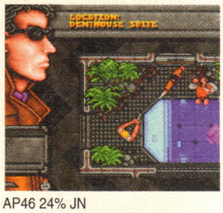
DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

DRAGONSTONE
Core £30
AP46 49% CW
SNES *Zelda,* but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it or take it not; we care for neither.
★★



DREAM WEB
Empire £35



AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

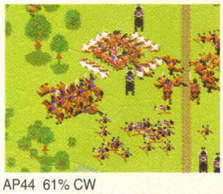
EMBRYO
Black Legend £26

AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26

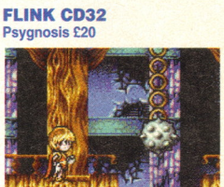
AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)



AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FLINK CD32
Psygnosis £20



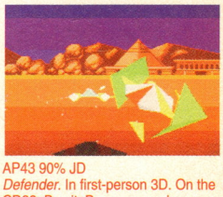
AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

FOOTBALL GLORY
Black Legend £26
AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS.* There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

GUARDIAN A1200
Acid Software £30

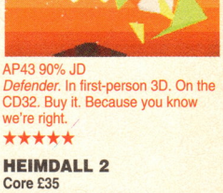
AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it IS *Guardian CD32* but on the A1200.
★★★★★

GUARDIAN CD32
Acid Software £30



AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

HEIMDALL 2
Core £35



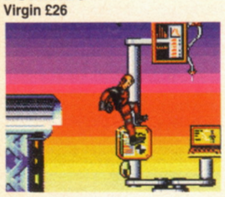
AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push back the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, others are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first

Impossible Mission. Microprose's infinite wisdom has it that the tightly focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INTERNATIONAL SOCCER
Zeppelin £10
AP38 23% JD

Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

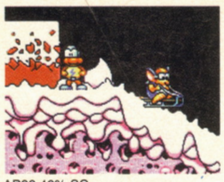
ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

IT'S CRICKET
Grandslam £27

AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. *Graham* wins on lovableness.
★★★

JAMES POND 3
Millennium £30



AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms which should offer loads of potential, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE CD32
Kompart £26
AP42 81% CW

The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28

AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

K240
Gremlin £30

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. Your job is to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and your asteroids to smithereens. It's a race to mine enough ore to build enough ships to go out there and push the enemy's face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for certain.
★★★★

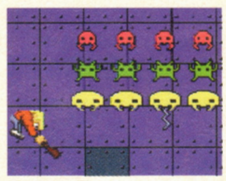
KICK OFF 3
Anco £26

AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinball feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it. ★★

KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The compeition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KID CHAOS
Ocean £26



AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KING'S QUEST 6
Sierra £35

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

LAST ACTION HERO
Psygnosis £20

AP39 3% SC
The world's other other worst film licence. ★

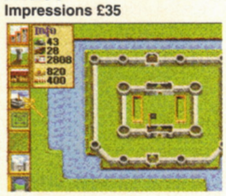
LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze, Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause.
★★★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30
AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours

and thirty-two minutes on your first go. A wracking shame. ★

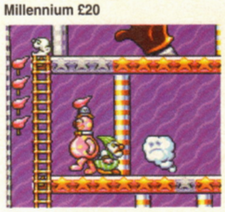
MONOPOLY
Supervision £28

AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MORTAL KOMBAT 2
Virgin £30

AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2*'s just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound on the A500, but the A1200 version's entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, though. (But still bad.) ★

MR NUTZ
Ocean £26
AP38 80% SC

Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

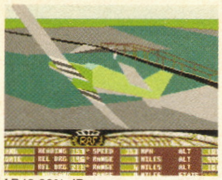
ON THE BALL LEAGUE EDITION
Daze £30

AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OUT TO LUNCH A1200
Mindscape £25

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is a truly gruesome treat.
★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)

AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

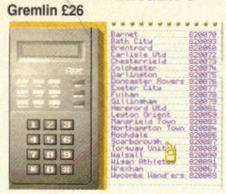
PINBALL ILLUSIONS A1200
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26

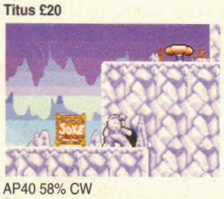


AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUTTY SQUAD A1200
System 3 £30

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed. ★★

REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40 (£43 A1200, £35 CD32)

AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

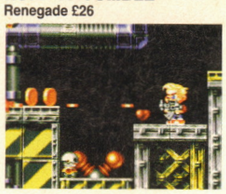
ROADKILL CD32
Acid/Vision £30

AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35

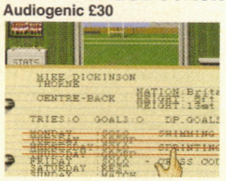
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUGBY LEAGUE COACH
Audiogenic £30

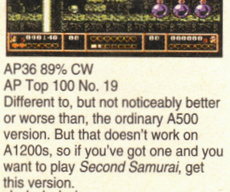


AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

SKELETON KREW A1200
Core £35

AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone even more disappointing for being worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but who cares?
★★

SECOND SAMURAI A1200
Psygnosis £30

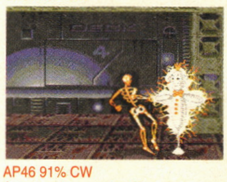


AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SHADOW FIGHTER
Gremlin £30

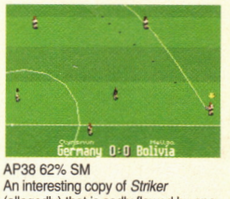


AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though.
★★★★★

SHAQ FU
Ocean £26

AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the option to fight opponents in any order and an eight-player tournament.
★★

SIERRA SOCCER
Sierra £25



AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying. ★★★

SIM CITY 2000 A1200
Maxis £40

AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

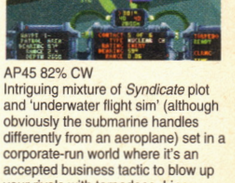
STABLE MASTERS 2
ESP Software £25

AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARLORD
Microprose £35

AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side.
★★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)



AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers, *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a shame.
★★★★

SUPER METHANE BROTHERS
Apache £26
AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why.

Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe, dare we say it?, *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37

AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go.
★★

THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35

AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

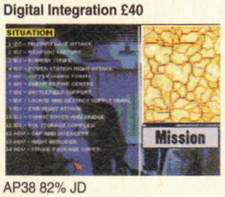
TOP GEAR 2
Gremlin £26

AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself.
★★

TOTAL CARNAGE
ICE £30
AP37 10% SC

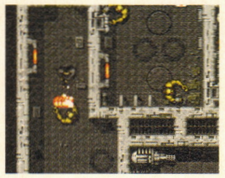
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but it comes down to the simple fact that only the name gives you a clue as to the aims of the game. We advise you to give it a well earned miss.★

TORNADO A1200 VERSION
Digital Integration £40



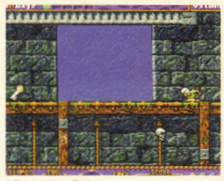
AP38 82% JD
There are minimal differences between this and the ordinary version.
★★★★

TOWER ASSAULT
Team 17 £20



AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TRAPS 'N' TREASURES
Krisalis £26



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £26

AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market.
★

UFO
Microprose £35

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30

AP39 61% JD
No it isn't.
★

UNIVERSE
Core £35

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

VALHALLA – BEFORE THE WAR
Vulcan £35

AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull.
★

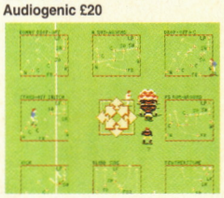
VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200
AP39 85% SMFooty game of the Let's Not Actually Try Hopelessly

Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but rather sadly it's all let down in the end by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or dead. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true.
★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game.★

WORLD OF SOCCER
Challenge £20

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'.
★

WORLD CUP USA '94
US Gold £26

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year.
★

X-IT
Psygnosis £20

AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, and this is a good one of them.
★★★★

ZEEWOLF
Binary Asylum £30

AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic 'chocka-chocka' flying effects, glorious explosions, escort missions, rescue missions, picking up friendly tanks to carry them *Thrust*-like across the map and drop them on people missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

The

It's not all reconstructed male heroics and anachronistic dinosaur tomfoolery in The Garden That Time Forgot you know. There're lots of games and hardware for you to buy, pleas for help to be answered and new friends to meet as well, so don't read this – get stuck in.

SOFTWARE

● *Doodlebug, Harlequin, Maniac Mansion, SF2, Sleepwalker* £8 each. *Prince of the Yolk Folk, Premiere, BSS Jane Seymour, Sickworm, Hook, PP Hammer* £5 each.
Jamie Vick (081) 948 1581

● *Sensi 92/93* £10, *Sensi International* £12, *Goal* £10. All boxed with instructions, very good condition.
Lee Barnes (0708) 851000

● CD32 games for sale. *Heimdall 2, Subwar 2050* £15. A500/600: *Frontier, EOB 2, Budokan, Cruise for a Corpse* £10-£15 each.
Neil Brannan (0748) 818238

● *Lemmings 2, Chaos Engine, Ruff 'n' Tumble* £15 each. *Power Drive, Zool, Zool 2* £10. *Quest for Glory 2, Police Quest, Sim Ant* £5. £80 for the lot. All boxed with instructions.
Jamie Huckerby (0256) 28804

● *Theme Park* A1200 £20, *Mini Office* £20, *Monkey Island* £10, *Body Blows* A1200 £10, *Darkmere* £10. All mint condition, all prices ono and all boxed with manuals.
Neil Sparkes (0732) 870965

● Wordworth 3.15E, obtained from Amiga Format subscription. Hardly used, as new, £40 ono.
Pinetop Carmalt (021) 445 3939

● *Frontier, Soccer Kid, Syndicate, Jurassic Park, SABRE Team, Rome AD 92* £10 each or all for £50.
Lee Drury (01954) 251170

● Amiga 1200 beginners pack, contains a video, four disks with word processor, games and two books. Only £30 ono.
Neil Ault (01364) 643428

● *Frontier* £10, *A-Train* £10, *CAP* £10, *Skidmarks* £15, *Theme Park* A1200 £20. All boxed. *Nigel Mansell* A1200 £10, Trolls A1200 £10. Not boxed.
James Greenwood (0625) 61424

● *Walker, Sleepwalker, Fury of the Furries, Lionheart* £10 each. *Corporation, F-29* £6 each.
Alex Stallman (0161) 795 1106

● *Sensible World of Soccer, Cannon Fodder 1 & 2, Premier Manager 3, Empire Soccer, Settlers, Seek & Destroy, Mortal Kombat.* Between £10 & £15. **Chris Pierrot (0233) 660633**

● *Banshee, F1* £14, *Gunship 2000* £11, *Stardust* £10, *Xenon 2, Overdrive* £4, *Kick Off 2* £5, *Man Utd* £8, *Premier Manager* £10, *Premier Manager 2* £12, Wordworth v1.1 £18. All boxed with instructions.
Jeremy Langer (0181) 458 1910

● *Sierra Soccer, Tom Landry Strategy Football, Knights of the Sky, Putty* and *Sport Masters Compilation* £6 each.
Kevin Groves, 12 Triumph Close, Wyken, Coventry, West Midlands, CV2 5AQ

● Amiga boxed originals for sale. *KGB, Flashback, Chuck Rock 2, Desert Strike, Curse of Enchantia, Sensible Soccer, Putty, Whirlwind Snooker, The Settlers, A-Train* £10 each or less.
Dominic Sturley (081) 699 4963

● Boxed originals, *Ruff 'n' Tumble* £15, *Theme Park* A1200 £20, *Banshee* £15, *Seek 'n' Destroy* £10. And loads more!
Dean Allen (0792) 797059

HARDWARE

● A500, 1Mb, manuals, mouse + mat, a few valuable coverdisks, lockable disk boxes & Citizen 24 pin colour printer (with extras) £360. All boxed.
Ian Kelly (01634) 408485

● A600, 2Mb, two mice, 5 joysticks, 10 boxed original games, Deluxe Paint 3, Pen Pal, boxed and working £250 ono.
Andrew Warwick (0423) 868770

● A1200 desktop, second disk drive, blitz turbo, Amiga mag, excellent games including *Theme Park, F1, International Sensi, Cannon Fodder* £400.
Kayten Patel (021) 554 9679

● CD32 with 2 year Comet guarantee and 12 games which include *Rise of the Robots, Microcosm, Roadkill, Liberation, Oscar & Diggers.* All for £350.
Ian Coath (081) 482 1667

● Amiga 1200, second drive, colour monitor, joystick, 2 mice + pad, loads of games, educational software and magazines £450.
Stewart Meecham (0305) 785860

● CD32 and 25 CDs including, *Rise of the Robots, Microcosm* etc, serial link & warranty until 1998 £250
Julian Smith (0114) 243 8542

● Panasonic KX-P1170 printer. 15 internal fonts, draft & NLQ, tractor & cut-sheet feed. Excellent condition £130 ono. Boxed with manuals
Neil Sparks (0732) 870965

● Amiga 500, 1Mb, joysticks, mouse, games (*Flashback, Wild Cup Soccer, GGWCC, Simpsons, Alien Breed 2* etc) £200. **Terry O'Connor (0252) 549951**

● Boxed A500 1Mb, 15 games including *Mega-lo-Mania, First Samurai & Sim City.* Worth at least £300. Sell for £195.
Douglas Houston (01387) 730295

● Sega Game Gear, 8 games, television tuner, rechargeable battery pack, soft carry case and AC plug adaptor, vgc £120. **Craig Turner (0349) 853624**

● SNES with 3 joypads (1 turbo) and 7 games (*SF2 Turbo, Super Tennis, Zelda* etc...). Sell for £150 ono.
Paul Stuart (0116) 238 6822

● A600, second external drive, mouse, joysticks, £300 of software + lots of PD stuff. Cheap at £175.
Bobby Warren (0375) 892124

● Amiga 4000 '030' 4Mb RAM + 214Mb HD, Microvitec 1438 14" monitor, stereo speakers, Chaos pack. All boxed £850.
Neil Gaynham (0621) 869268 after 6pm

● A1200 plus 3 joysticks, mouse, disk box, 13 top original games. As new, boxed £225.
Chris Pierrot (0233) 660633

● A1200 with mouse, joystick and games (*Frontier, A-Train, Zool 2* and more) £280. All in excellent condition.
Gary Bullard (0734) 760606

● Amiga 1200, 60Mb hard drive, colour monitor, external drive, printer, games, serious software, excellent condition £750 ono. **Martin Stacy (0903) 505536**

● Sega Game Gear, boxed with three games and mains adaptor £45.
Richard Paul (0225) 317010

● Mega Drive for sale. Seven good games including *PGA European Tour Golf, Zero Tolerance & FIFA 95* £150. May swap for A1200 in perfect working order. **Mark Holliday (041) 336 3993**

● A1200, extra drive, joysticks, 30+ boxed games (*SWOS, Settlers, Fields of Glory* etc...) 80+ disks, as new £350.
Simon Thornton (081) 979) 5731 evenings

WANTED

● *Moonstone*, boxed original. Will pay £10 or swap for *Hook, Myth, Shadowlands* or *Golden Axe.*
Adam Rogers (0903) 892464

● *Castles* and *Northern Campaign* data disk, *TV Sports Boxing.* Originals only.
Kieran Hughes, 164 Longmooe Lane, Aintree, Liverpool, Merseyside, L9 0EL

● A good copy of *Rock Star Ate My Hamster.* Please, anybody...help. Will swap for *Premier Manager 1* or *2, MUPLC, SF2, Goal.*
David Lee (01246) 260015

● External 3.5" disk drive wanted (A1200). Must be in very good condition, willing to pay good money. Also other accessories for A1200 wanted.
Vincent Danby (0483) 769102

Garden That Time Forgot

● *Ishar 1* & *2*. Will pay cash and/or swap *Smash TV*, *Arabian Knights*, *Project X* & *Space Crusade*.
Steven Welch, 7 Cardean Way, Glenrothes, Fife, Scotland, KY6 3PW
● *Frontier* Data Disk with *Elite* ranking, *Wings of Fury* & *Hired Guns*. Swap for *Flashback*, *Historyline* & *Street Fighter 2*
Steven Mann, 19 Robin Hey, Moss Side, Leyland, Lancashire.

SWAPS

● I have *Theme Park* (A500) to swap for *SWOS*. Will also swap *Mortal Kombat 2* for *Shadow Fighter*.
Rowan Searle (0273) 736083
● My *Frontier*, *Lotus 3*, *Wing Commander*, *Zool*, *SF2* or combinations of the above for good games.
Nick Darlow (Chichester) 783204
● Swap my *Cannon Fodder* or *Monkey Island* for your *Police Quest 3* or *Mortal Kombat 1* or *2*.
Tim Cousins (01733) 202218 after 4pm
● Swap my *K240* & *Premier Manager* (boxed originals). For *Aladdin*, *ATR*, *Roadkill* or *Bump and Burn*.
Stephen West (0983) 298163
● Swap my Philips CD-i (3 months old) plus Digita Video Cars and games for an Amiga 1200 with accessories and games. **A C May, 17 Hayline Road, South Oxhey, Watford, Herts, WD1 6BL**

PEN-PALS

● 13-years-old. Pen pals wanted. 100% reply, interests are football, games and dance music.
Ryan Fallis, 30 Kielder Terrace, North Shields, Tyne & Wear, NE3 0ZA
● I am an Amiga 500 owner with over 260 games, male, aged 17 and looking for a pen pal any age or sex, who would swap games or magazines. Or just write to each other. 100% reply.
Andrew Holms, 5/2 Brown Street, Haldane, Balloch, Dunbartonshire, G83 8HT
● Wanted 13+ female Amiga owner who likes music. 100% reply. Piccy please.
Ben Hook, 102 Beresford Road North, Portsmouth, PO2 0NQ
● Extremely good looking 22-year-old male seeks male or female pen pals. Especially female. A1200 owned, photo please if possible. 101% reply.
Steve Hall, 15 Thames Avenue, Bicester, Oxon.
● Boy, 14, wants girl 14-15, for more than pen-friendship. I like computers. Good looks preferred. Send photo. Must live in or near Yorkshire.
Michael Hunter, 5a Victoria Avenue, Leeds, Yorkshire, LS9 9DL
● 12-year-old A500+ owner, seeks male or female 11-13-year-old. **Christopher Butler, 19 Cranbourne Drive, Harpenden, Hertfordshire, AL5 1RJ**
● Mad Hatter, 20+, interests include Amiga music and tea parties. Seeks 'Alice' pen pals for magical correspondence/romance.
John Roaming Video Toomey, 52 Castleton Gardens, Belfast, BT15 3BY
● Pen pals required, preferably female, to exchange tips, cheats or chat. Photo if possible. 100% reply.
Kilbaba Silver, 32 All Saints Drive, Beccles, Suffolk, NR34 9UP
● 19-year-old A1200 owner seeks 16-year-old+ female into computers and cinema. 100% reply.
Paul Hulatt, 79 Windermere Drive, Rainham, Gillingham, Kent, ME8 9DX
● I am looking for a blonde hair and blue eyes 16+ female. **James Wheeler, The Penthouse, 12 Thorness House, 6 Cliff Road, West Cowes, PO3 1BB**
● Handsome 13-year-old, seeks female companion or fellow A500 owners.
Shaun Simmons, 22 Brooklane Cotts, Swan Lane, Sellindge, Ashford, Kent, TN25 6HG
● 16+ pen pals wanted, male or female, 100% reply. Please send photo. We could swap games, tips and stuff.
Hayley Oborn, 14 Hilltop Road, Ferndown, Dorset, BH22 9QS
● I own an A500 and I am a beginner to this field, but I have reached the last sheet on *Cannon Fodder* & I'm doing ever so well on *CF2*.
Nad Butt, 25 Glenworth Avenue, Netherfields, Middlesborough, TS3 0QH
● 15-year-old male looking for A1200 contacts. Male or female, ages 14+. Willing to exchange game and tips. Photo appreciated.
Andrew Watt, 145 Gilberstown, Brunstane Park, Edinburgh, EH15 2RA
● Californian seeks British pen pals, male or female, 14+. Pic please. Interests include football, basketball, rave music, surfing...100% reply
Stephen Davies, 6802 Garland Court, Pleasanton, California, USA, 94588
● I'm 14, female and looking for male or female pen pals of any age. Interests are; rave, CBs, computing etc. Write soon! **Carlie Morton, 3 Downfield, Winterborne Stickland, Blandford, Dorset, DT11 0NE**
● Male wanted, 15+ as a reliable pen pal. I'm 15 and I have an A500. 100% reply guaranteed. Write soon.
Heather Dimmock, 1 Hastings Road, Kingsthorpe, Northampton, NN2 7RL
● 17-year-old A1200 owner seeks female pen pals, any age, to write meaningless crap to. Don't be shy!
Gavin Smith, 14a Innisfayle Gardens, Belfast, Northern Ireland, BT15 4GJ
● Australian A1200 owner, seeks overseas A1200 pen pal. Age open. All letters answered.
Codfish Martins, PO Box E84, Queen Victoria Terrace, Canberra, ACT, Australia, 2600

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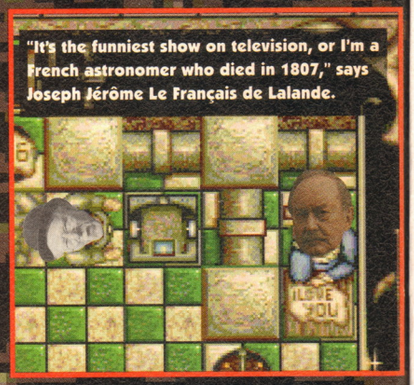
April 1995

MEET THE INFINITIES

"J Lloyd and D Croft have done it again," said the Daily Daily.



Regrettably, AP40's *The Secret Of Monkey Island* In The Style Of John Woo failed at the box office, putting paid to the planned sequel *Flight Of The Intruder A1200* In The Style Of Ken Annakin. The most pragmatic mightiest beings ever to produce a computer games magazine as we are, it seemed sensible to turn instead to the profitable world of television sitcoms. Exhaustive research revealed that for a sitcom to succeed it had to be based around a middle-class suburban family the head of which was worried constantly about losing his job, and Derek Nimmo had to be in it.

The choice of Amiga game for the sitcom to be In The Style Of was a foregone conclusion. What else could capture the crisp one-liners and comic banality of everyday family life but the 'first ever' and 'second ever' 'Amiga speech adventures' *Valhalla* and *Valhalla: Before the War?* HOMAGE MUST BE PAID.

CUE TITLES: Meet the Infinities.
CAPTION: Written by Jeremy Lloyd and David Croft. *(Jolly piano music peters out.*
Interior, Infinity household. Evening. Enter Simon Infinity with Mr Myboss.)

MYBOSS: I always like to invite myself to dinner with my employees, Infinity, especially ones I'm thinking of promoting to office manager, eh? *(Nudges Simon.)* It lets me see how they really are, understand?
SIMON: I'VE GOT IT.
(Enter Susie Infinity.)
MYBOSS: Good evening, Mrs Infinity.
SUSAN: I'M SCARED.
MYBOSS: I beg your pardon?
SUSAN: ONLY JOKING.
(Enter Susie Infinity on her way out.)
MYBOSS: Ah, this must be little Susie.
SIMON: YOU *KNOW* WHAT THAT IS.
SUSAN *(indicating Susie's heavy make-up)*: YOU CAN'T DO THAT.
SUSIE: THERE'S NOTHING THERE.
SUSAN: YOU CAN'T DO THAT.
SUSIE: IT'S MY BIRTHDAY.
SUSAN: YOU CAN'T DO THAT.
SUSIE *(sobbing)*: I DON'T UNDERSTAND.
(Walking stick banged loudly on floor of room above.)
GRANDPA'S VOICE: I'M SLEEPING.
GRANDMA'S VOICE: GO AWAY, INFINITY.
SUSIE: I HATE THIS CASTLE. *(She runs upstairs to her room.)*
MYBOSS: Tsk. I've a daughter the same age. What can you do? You can't continue to treat them as children if they see themselves as adults, and yet at the same time you can't let them do what they want until they've proven they're mature enough to handle all that life can throw at them. Don't you agree, Infinity?
SIMON: I'M HUNGRY. BRING ME FOOD.
MYBOSS: Er, quite. What's that delicious smell of cooking, Mrs Infinity?
SUSAN: IT'S A CAKE.
MYBOSS: Oh, lovely.
SUSAN *(indicating lipstick on Simon's collar)*: EH? WHAT?
SIMON *(in alarm)*: IT'S A PLANT.
MYBOSS *(thunderously)*: I thought there was something going on with Miss Largesecretary at that office party. You always were weak-willed, Infinity.
SIMON *(regretfully)*: I'M NOT THAT STRONG.
SUSAN: DO YOU LOVE ME?
(Doorbell rings. Enter Derek Nimmo as Reverend Handshake.)
HANDSHAKE: Good evening, Infinity.
SIMON: WHAT IS YOUR QUEST?
HANDSHAKE: Don't tell me you've forgotten our weekly chess game. Good heavens, my trousers have fallen down.
(Doorbell rings. Enter Hattie Jacques as Miss Largesecretary. Reverend Handshake hides behind the umbrella stand.)
LARGESECRETARY: Oh, Mr Infinity. I had to see you. It's all a terrible misunderstanding. I mistook you in that darkened photocopying room for Mr Myboss.
MYBOSS: Silence, Miss Largesecretary.
LARGESECRETARY: I won't be silent, Mr Myboss. The truth must be told. I'm madly in love with you, you fool.
MYBOSS: Oh, Rita.
LARGESECRETARY: Oh, Marmaduke.
HANDSHAKE: Oh, crikey.
MYBOSS: Infinity, I'm giving you the promotion.
SIMON: INCREDIBLE!
(Myboss and Largesecretary leave hand-in-hand.)
HANDSHAKE: If only I had a button to sew on these trousers.
SIMON: IT'S IN MY POCKET.
HANDSHAKE: Gosh, thanks Infinity. I'll be sure to tell God to give you a big house and lots of money. *(He leaves.)*
(Simon and Susan look at each other. Laugh heartily.)
(Loud banging of walking stick from room above.)
GRANDPA'S VOICE: BRING ME WINE.
(Susan raises her eyes heavenwards and smiles indulgently. Hugs Simon.)
SUSAN: I LOVE YOU.
SIMON *(hugging her back)*: IT'S A MOLECULAR STABILISER.
(They go upstairs. Title music. Kitchen explodes in flame. Infinities run up and down stairs behind credits, throwing buckets of water into kitchen and laughing heartily. Jimmy O'Youknow dies and is replaced by Donald Sinden in second series.)

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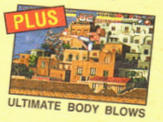

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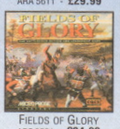

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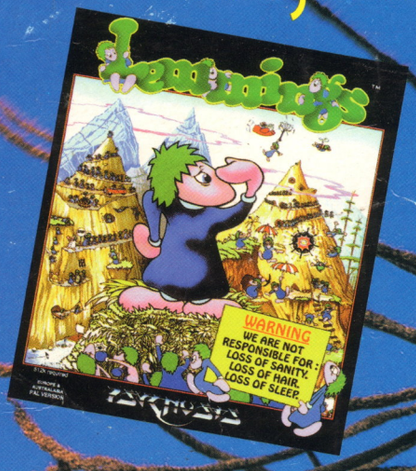

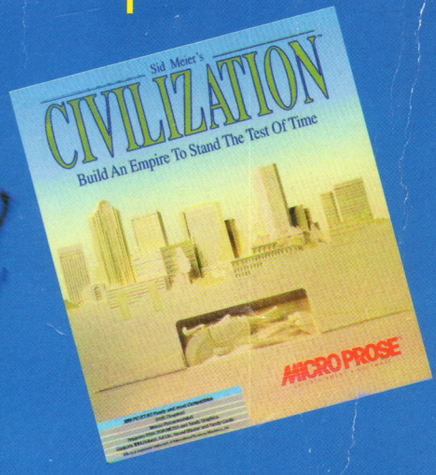

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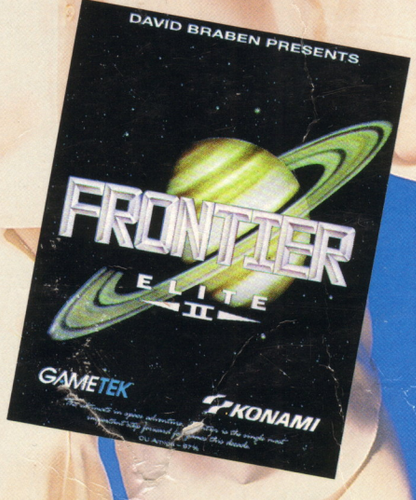

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